

DIPLOMACY WORLD

29

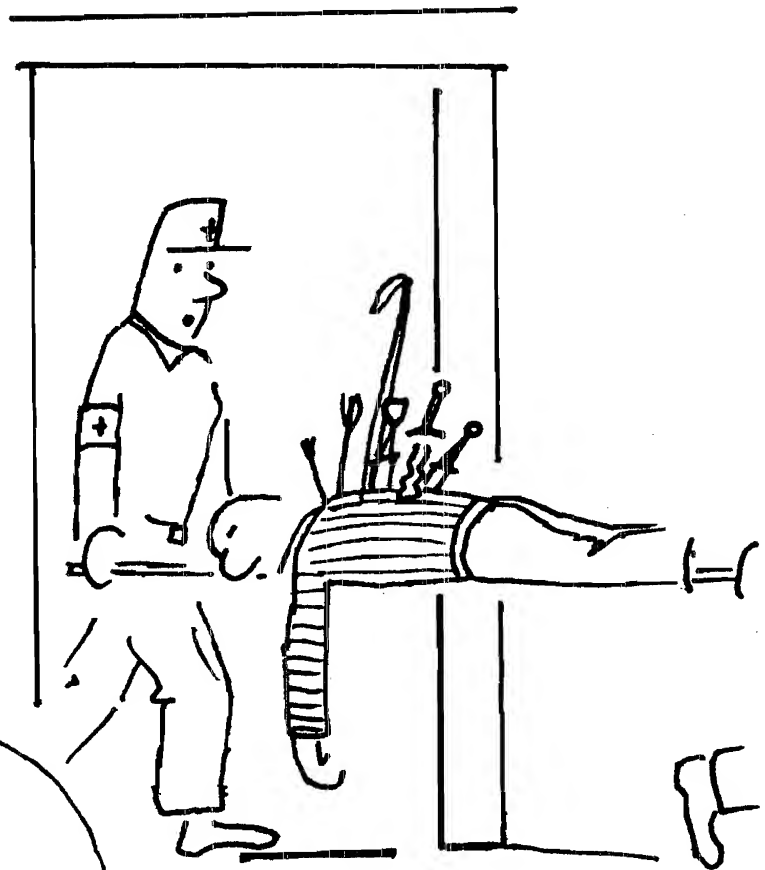
WINTER 1982

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INSIDE THIS ISSUE:

BERCH on convoys.
DITTER on the Demo.
WELLS gets Russia by
the throat.
WALKER updates the
Gamer's Guide.
BEYERLEIN remembers
John McCallum.
PEERY tries to re-
member everybody.
EZZIO argues that
stabs aren't
always best.
Plus the usual let-
ters, features,
and neat stuff.



GEE, NOW THAT WE'VE FOUND
THE DIPLOMACY TOURNAMENT,
I'M NOT SO SURE I WANT TO
GO IN....



Staff

PLAYLIST: Wagner, Das Ring; Verdi, Requiem; Beethoven, Symphonies 1-9; Dvorak, Symphonies 1-9; Bruckner, Symphonies 00, 0, 1-9; Mahler, Symphonies 1-10.

SPECIAL SUBSCRIPTION ANNOUNCEMENT

If this line _____ has an X in it, we are informing you that your subscription to DIPLOMACY WORLD expires with this issue.

If you have a cash balance with us (see D.W. 28, p. 4), the amount of the balance is written below. You may apply that to your renewal by subtracting it from the subscription fee of \$6.00 and sending us the difference; or you may have a cash refund if you do not wish to renew. Please advise us.

Several of our readers have been so kind as to renew without first subtracting the cash balance we owe them. Thanks, guys; but we still owe you. If you have recently renewed and you still have a cash balance, the amount is also indicated below.

Please check the label on your mailing envelope. The number by your name is the number of the last issue on your current subscription. If it is followed by an asterisk (*), there is a cash balance on your account.

Your cash balance is \$ _____. Please make all renewal checks payable to "R. C. Walker".

BACK ISSUES

Back issues of DIPLOMACY WORLD may be ordered from their respective editors.

Issues 3, 4, 10, and 14-19 are \$1.25 each from Walter Buchanan, 3025 W. 250 North, Lebanon IN 46052.

Issues 21-27 are available from Jerry Jones, 1854 Wagner St., Pasadena CA 91107. Nos. 21-23 are \$1.25 each and nos. 24-27 are \$1.50 each.

Issue 28 is \$2.00 from the current editor.

KEEP YOUR ADDRESS CURRENT

DIPLOMACY WORLD is sent by "bulk mail". Although we "guarantee" both return and forwarding postage, we cannot guarantee that the Postal Service will in fact forward your copy to you. The best way to insure you receive each issue of DIPLOMACY WORLD is to make sure we have your correct and current address. We don't want to miss you, so please keep us informed where you are!

OTHER MISCELLANEOUS ANNOUNCEMENTS:

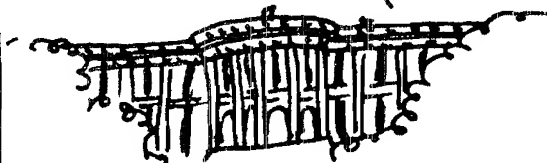
1. Subscriptions and subscription renewals received prior to 10 March 1982 will begin with #30; those received afterwards will begin with #30 only if that issue has not yet been mailed. Otherwise they will begin with the next issue, #31.

2. The cover of this issue is adapted from sTab #1, 9 Oct 65. The "White House" seen various places in this issue was loosely adapted from "Doonesbury" by Garry Trudeau. Other cartoons, if they appear, were adapted from early issues of sTab and/or EREHWON.

3. Manuscripts sent to the previous editor were scheduled for destruction on 1 Jan 82 if not used for this issue. However, instead they will be forwarded to VOICE OF DOOM, edited by Bruce Linsey. Bruce will ask permission of the author before publishing any item; however, he wanted to consider them himself before they were dumped. We will still return any unused ms. if the author will send us a SASE for the purpose. After 1 January 1982, the SASE should be sent to Bruce Linsey, 24A Quarry Dr., Albany NY 12205.

4. Anyone who notices this issue of DW is larger than the previous one is right. We have discovered that 4 additional pages can be added without significant increase in cost. We will go to 44 pages whenever available material arrants. This is thus the largest issue of DIPLOMACY WORLD ever published.

I'm sorry you were late for the game, Alex. I really am. But you can't take over my country by yelling, "I'm King now!" when I walk out of the room.



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EDITORIAL

...Lawrence Wm. Peery

When I first became active in postal Diplomacy, in the mid-1960s, there were probably not more than 100 people world-wide involved in the hobby. Those who were active were a versatile and ambitious lot. Most of them not only played the game FTF and postally, they also published its 'zines, designed its variants, experimented with rules modifications, set up elaborate and meaningless rating systems, constructed and demolished its first organizations, etc., etc. Everyone did almost everything in those early days and, if by chance you didn't happen to be directly involved in something going on, the chances were that you knew someone who was. It wasn't hard to keep tabs on what was going on because everybody knew everything about what everybody else was doing anyway.

Today all that has changed. Diplomacy is permeated by a new isolationism based on self-imposed ignorance, or ignorance induced by apathy; I'm not sure which. This ignorance is, I feel, the biggest challenge facing the hobby today. It affects every level: players, gamesmasters & publishers, their 'zines, and whatever organizations remain active.

Diplomacy today is so fragmented that it is almost impossible to keep track of what is going on. Events in European Diplomacy, Canadian Diplomacy, English Diplomacy, and even within the United States Dippy community have gone their own separate ways. Let me illustrate with a couple of my own experiences. After a year of trying, it has remained almost impossible for me to obtain, or construct on my own, an accurate & up-to-date list of postal Dippy publishers world-wide. Something so basic should not be a challenge of major proportions. When the best mailing list available nets a 25% return rate from the Post Office, something is seriously wrong. Or, as I have, when you send out an important questionnaire and the response rate is 20% of the active Dippy publishing crowd, something is wrong. Frankly, we need to spend less time feuding and criticizing each other and more time getting our collective house in order. The lack of intra-hobby communication is appalling. In a word, we are neglecting our own diplomacy.

This is, I believe, a most serious problem. Fortunately, there is a solution readily available. In fact we already have it. All we have to do is make use of it and support it,

EDITORIAL

and provide it with the inputs it needs to give us the outputs we need. I am referring to DIPLOMACY WORLD, of course. DW was originally conceived as a vehicle for unity in the hobby and as a universal means of keeping up with what's going on. For years it was The Source, giving everyone the same basic information about the hobby. Whether you saw DW as a clearing house (serving players and 'zines the way Wall Street serves buyers and sellers), or as a switchboard for incoming and outgoing calls, or as a fulcrum providing a supporting point for Diplomacy's weights and pressures, or (as I like to believe) as a keystone in the arch bridging Diplomacy's two pillars (its players and its 'zines)...the point was that DW did serve a vital purpose as the Diplomacy educational, promotional, and informational source.

I believe the problem I have described (and I'm sure you can provide your own illustrations to confirm it) clearly indicates that DW has somehow gotten away from its old role and that it needs to get back to it. Or, perhaps, the hobby has gotten away from DW and needs to get back to it. If Diplomacy hobbyists could only support one institution, and I believe they should be able to support many more, then that institution should be DW--because DW is the only institution in the hobby which can effectively combat the new isolationism's apathy and lack of communication. Diplomacy already has its share of National Enquirers, Reader's Digests, Playboys, etc. What it needs is its own New York Times or The Times (of London). The Times is a great paper because it does the kinds of things which nobody else can or will do. It publishes the complete texts of treaties, detailed obituaries, sometimes even such things as the Pentagon Papers... the nitty-gritty and public service kinds of things that make it vital reading.

I am not implying that DW must be dull or that it cannot have character or personality. A strong editor,

which Rod is, can provide that. But DW must continue to be an unbiased source of information, a place for facts not rumors, and it must be accurate. When it is, it will have earned the support it needs and reclaim its rightful place as the Diplomacy hobby's flagship publication and premier institution.

But there is a quid pro quo for this kind of publishing commitment. To be effective, DW must be read and it must be supported by subscriptions and inputs. That's where all of you come in. DW needs your support whether you're a publisher, a player of FTF or PBM Diplomacy, or whatever. Without your support, we won't be able to do the kind of job that needs to be done to fill DW's educational, promotional, and informational roles. If you're a player, I ask you: "Where else and how else for only \$6.00 a year can you so easily and effectively keep up on what's going on throughout the hobby?" If you're a publisher, I ask you, "Where else can you reach so many readers so easily?"

I've tried to share with you my thoughts on why I believe we need DW today more than ever, and on what kind of DW we need to serve the hobby most effectively. Your comments are welcome.

...How does it feel to win your first Diplomacy game, Mr. President?
 ...Great; and I owe it all to you.
 ...Goody; I'm glad...uh, I think I gotta go home now.
 ...I'll have AF I take you.
 ...Don't tell Daddy I helped you.
 ...Cross my heart and hope to die, Amy.



JOHN A. McCALLUM

PROFILE OF THE PAST

Doug Beyerlein

John A. McCallum, Ralston, Alberta. There was a time in the postal Diplomacy hobby when this name and address were all one needed to reach the very center of the hobby and the man who did much to shape the early years of postal Diplomacy. John A. McCallum, through his 'zines (first BROBDINGNAG and then later ACELDAMA, LAURANIA, VIMY VICTORS, SerenDip, and PFENNIG-HALBPENNIG) and his personal correspondence, influenced and directed the course of hobby events and ideas. He maintained a standard of excellence and sense of fair play in the hobby that seldom has been matched since. He initiated and directed a thorough review of numerous gamesmaster rulings on rulebook ambiguities that later resulted in Allan Calhamer's re-writing of the rulebook in 1971. He formulated ideas and mathematical concepts for the rating of postal Diplomacy games and established the Brobdingnag Rating List, the ODD Rating System, and the Calhamer Point Count Rating List. He was instrumental in introducing and assisting new players into the postal hobby and encouraging new publishers. And the list goes on and on.

John McCallum, today retired from postal Diplomacy and Canadian government service, lives in Medicine Hat, Alberta. But during his years in the hobby (1964-1972) he lived and worked as a meteorologist for the Canadian government at the Suffield Experimental Station near Ralston. He discovered postal Diplomacy in 1964 through his contacts in science fiction fandom. He was a member of an apa (amateur publishing association) and through it got in touch with John Boardman. Boardman suggested to McCallum that he might find Diplomacy interesting. McCallum's first game, 1964B, started before John had a chance to see the board or read the rules.

McCallum was a good player, but he didn't find his forte in the hobby until he took over Dick Schultz's 'zine, BROBDINGNAG, in 1965. Then right from



start he established his place in postal Diplomacy history. While Boardman printed politics in GRAU-STARK, Koning published press in sTab, and Brannan just ran games in WILD 'N WOOLY, McCallum's BROBDINGNAG became the place for Diplomacy-related discussions. BROB, under his direction, became the forum for the presentation of new ideas and the review of old ones. Everyone who had an opinion joined in and even strange ideas from novices like myself were tolerated in a good humored manner. But perhaps even more important was John's sense of fair play and the thorough consideration of both sides of an argument before reaching a well thought-out conclusion.

Part of McCallum's work as a meteorologist involved the use of statistics and mathematics. He used this knowledge along with his experience with chess scoring systems to devise two Diplomacy rating systems. The Brob Listing, his first, used the concept that each player in a game gains one point from each player he beats and loses one to each player who beats him. The winner beats the six other players and gains 6 points. Second place beats five players (plus 5 points) but loses to the winner (minus 1 point)

and finishes with 4 points. So on down to 7th place, who loses to all six other players and gets -6 points. In a draw or tie the members of the draw neither gain nor lose points among themselves. This was not the first postal Diplomacy rating system (Charles Reinsel and John Boardman had invented earlier ones), but it was the first that was both simple in concept and yet meaningful in results. In addition, the Brob Listing gave a score to all seven players and could be used to rate games in progress. That was important in 1965 when a total of only four or five postal games had finished. John ran this rating system until 1971 when Jeff Power took it over.

McCallum's second rating system, ODD (which stands for Organisation de Diplomatie), was another idea that borrowed from his experience with chess rating systems. The ODD system was based on two principles: (1) the Calhamer philosophy that only wins and draws are important, and (2) the handicap idea used in chess ratings. The winner gains 50 points from each player plus or minus the handicap between the winner and each individual loser. The handicap adjusts the number of points gained by the winner from each loser. The handicap factor is 10% of the difference in the two players' scores. This works to give more points for beating players with higher scores than one's own than for beating players with lower scores. John invented ODD in the autumn of 1971 and I continued it after he left the hobby a year later.

McCallum also established and ran the Calhamer Point Count Rating List (CPCRL) based on Allan Calhamer's letter in BROBDINGNAG 88 (14 September 1968). Calhamer suggested a rating system where the winner receives one point for a win and drawing players receive a fraction of a point based on the number of players in the draw. The CPCRL was run by McCallum until 1972 and then later by first Walt Buchanan, then Len Lakofka, and last Doug Hollingsworth.

John McCallum's interests extended far beyond the subject of postal Diplomacy rating systems. Allan Calhamer introduced the idea of a bourse

(stock market) in SerenDip 10 (9 August 1969). The bourse was based on the trading of currencies of the seven Great Powers by spectators trying to predict the winning country as the game progressed. McCallum and other publishers ran a number of bourses in conjunction with postal games in the early 70s.

McCallum's single greatest contribution to the hobby came in July 1968 when he published BROBDINGNAG 84, the "Rules Issue". This issue was a 27-page synopsis of rule disputes resulting from different interpretations of the 1961 rulebook. Such interpretations as Koning's Rule, Boardman's Dilemma, Brannan's Rule (Parts A & B), the Coastal Crawl, and the Spring Raid were discussed in detail. This discussion was followed in BROBDINGNAG 86 (12 August 1968) with a summary of how the 23 'zines active at that time ruled on each interpretation. From that summary it became very obvious that the rulebook was in need of revision. This led John Moot, President of Games Research Inc., which then owned Diplomacy, to commission Allan Calhamer, the game's inventor, to write a new rulebook. This was published in 1971 and clarified many of the ambiguities and interpretations of the original 1961 GRI rules.

But John McCallum was much more than rating systems, bourses, and rules. His encouragement of others and the example he set in the hobby have had effects long after he left the hobby. McCallum introduced new players to postal Diplomacy by sending out sample copies of his 'zines. Over the years his "New Blood" column in his 'zines included the names of Edi Birsan, Doug Beyerlein, Walt Buchanan, and John Leeder among others. In SerenDip 58 (30 November 1970) there is a letter from then-novice Walt Buchanan discussing the idea of a Diplomacy 'zine library and asking about literature on the play of the game. McCallum's support and help led Buchanan to start his Diplomacy 'zine

(CONTINUED ON PAGE 9)

The International Diplomacy Hall of Fame:

AN IDEA WHOSE TIME HAS COME

Larry Peery

By the time you read this the International Diplomacy Hall of Fame (IDHF) will be an established fact. Already the ballots for the election of the initial Membership of the Hall have been distributed to postal Diplomacy publishers. The results of this election will be announced around New Year's. The potential consequences of this election are important for the entire postal and face-to-face hobby. For the first time a permanent institution has been created for the express purpose of recognizing and remembering the achievements of Diplomacy's greatest figures. The purpose of this article is to acquaint you with how the IDHF came to be and what its purpose is.

I have been in and out of postal Diplomacy since 1966 and when I resumed my writing and publishing career earlier this year, I was astounded to find so many of the old "greats" of postal Dippy that I had known in the early 1960s and early 1970s not only gone but, for all practical purposes, forgotten. I couldn't believe it. I refused to accept it. I felt that there had to be a way to preserve our roots, remember these Greats, recognize their accomplishments, and promote their contributions to the hobby.

With this idea quickly becoming a near-obsession with me, I began to search for a means to achieve my goal. I started a dialogue with several of my colleagues about how an institution that was a non-institution in the traditional Dippy sense, could be established. I also began a search through existing Hall of Fame organizations looking for ideas that might be used to create a suitable structure for a Diplomacy Hall of Fame.

I had only a few pre-conceived ideas about what kind of institution I thought was needed. I wanted it to be truly international, open to Dippy fans everywhere; although I knew this had to

be a long range goal. I wanted it to be something more than a popularity contest with voting restricted to those qualified by knowledge and experience to do so. I wanted it to make a special effort to recognize inactive Dippy greats, as well as current hobby leaders. And I wanted it to be a positive symbol of the best achievements in Diplomacy.

Months of research and discussion went into designing a structure for an institution that can work and will work if there is the good will to make it work. Nothing of this type can do anything unless its members are willing to contribute something to it. The IDHF has no members per se and will depend on about 15 volunteers to serve on its three committees: Governing, Selection, and Election; as well as volunteers to carry on special projects to promote the purposes of the Hall. So efforts to develop a viable institution will go hand in hand with preparations for the first elections.

All Diplomacy publishers should have the initial IDHF mailing, which contains a ballot, nominee information, and the rules/regulations that will govern the group's future biannual elections. Copies are available from IDHF c/o IDS, Box 8416, San Diego CA 92102 (USA).

The list of initial nominees reflects the hard work and good judgement of those who contributed to that list. Some of the nominees, such as Edi Birsan, Walt Buchanan, and John Koning, are still well known. Others, such as Dan Alderson, Charles Turner, and Brenton Ver Ploeg, are barely remembered. Regardless of whom among the 17 original nominees are elected, the winners will be fitting Members for the initial Hall of Fame. As the years roll by, one of the IDHF's key purposes will be to promote the memory of Members who have been elected to

the Hall, as well as recognize the achievements of Members and nominees alike.

The fact is that as Diplomacy passes its first generation mark we are in danger not only of forgetting our roots and heritage, but of finding ourselves burdened with the kind of non-history that post-World War II Germany suffers from. An old Russian (I believe) proverb says it is only the winners who write the histories of wars. This is something we need to keep in mind. The preservation of important personal archives and libraries should be a prime IDHF purpose.

We may tend to forget in our concern with the strategy and tactics of the game that it is the people involved in Diplomacy who have made it such a unique, colorful, and dynamic hobby.

I suppose something such as the IDHF should have a credo...and until a better one comes along, I will offer this:

Let us search out the good in Diplomacy, and when we find it:

Let us remember it and honor it, because:

Although we have been fortunate to have had more than our fair share of good among us in Diplomacy:

There is never so much good, in Diplomacy or otherwise, that we can afford to forget it or ignore it.

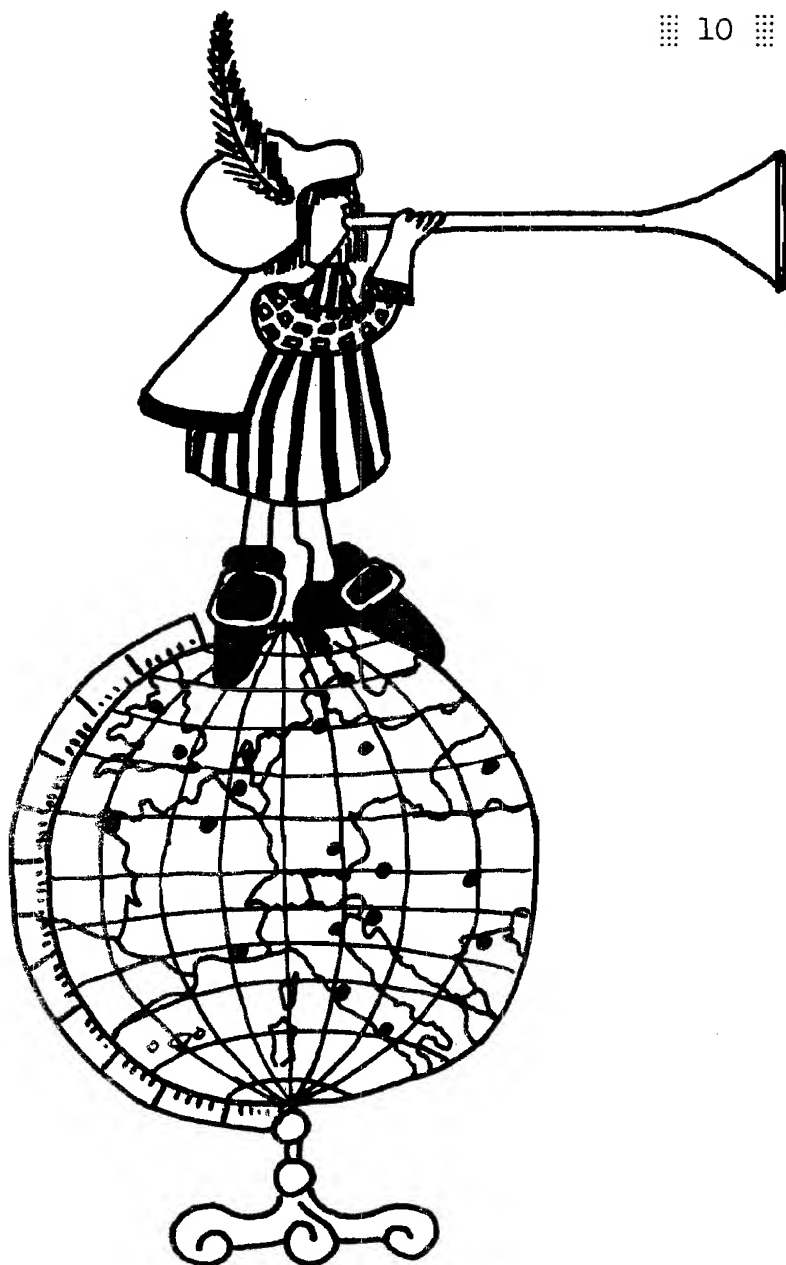
This is what I believe the IDHF is all about, and I hope you will join me in supporting it. Your comments and suggestions are most welcome and I especially seek volunteers to serve on the three IDHF Committees. In addition, in preparation for the special initial election results mailing, I would like to have any personal reminiscences of the following 17 initial nominees from anyone who knew them well: Dan Alderson, Edi Birsan, John Boyer, Walt Buchanan, Petty Gemignani, John Koning, Len Lakofka, John McCallum, Don Miller, John Moot, Hal Naus, John Piggot, Les Pimley, Charles Turner, Brenton Ver Ploeg, Conrad von Metzke, and Richard Walckerdine.

JOHN A. MCCALLUM (cont'd fr. p. 7) archives (the most complete such collection in the world) and his 'zine HOOSIER ARCHIVES -- the forerunner of DIPLOMACY WORLD.

John McCallum tried to cut back on his Diplomacy activities in December 1968 when he transferred BROBDINGNAG to Ed Halle. He continued to gamesmaster some orphan games in his new 'zine, ACELDAMA. But it is difficult to reduce one's activities when the addiction to the game is so strong. Soon John was picking up additional games in need of a home and publishing new 'zines. And soon he was back into the thick of things. Many of his best ideas and issues were published between 1969 and 1972. And when the hobby was torn apart by controversy and conflict between John Beshara's Diplomacy Association and the newly emerging International Diplomacy Association, the one person respected by both sides was John McCallum.

All good things must come to an end and that included John's interest in Diplomacy after 9 years in the hobby. The end came abruptly and without warning in the autumn of 1972. Suddenly there was no more John McCallum nor his last 'zine, The Official Gazette of the Grand Duch of Pfennig-Halbpennig. The hobby no longer had McCallum's talent to draw upon, but it still had his ideas. The new rulebook had been published. His rating systems continued under new ratingskeepers until the volume of game finishes in the 70s overwhelmed all rating systems that tried to rate all regular postal Diplomacy games. Walt Buchanan's Diplomacy Archives was established and the seed sown for a professional-style publication on the play of the game.

Today, looking back, McCallum attributes much of the success his 'zines enjoyed to Allan Calhamer's contributions. Calhamer gave considerable support to the hobby in the early days and many of his letters and ideas were published in McCallum's 'zines. This "partnership" of ideas made the early years of the hobby interesting and intellectually challenging. McCallum's era has long since ended, but many of the hobby oldtimers continue to remember that golden period of the hobby's past.



WINNERS

VICTORIES...27

Austria... 4
England... 2
France.... 4
Germany... 4
Italy..... 2
Russia..... 6
Turkey.... 5

DRAWS...18

2-Way... 9
3-Way... 4
4-Way... 4
5-Way... 1
6-Way... 0
7-Way... 0

DIPLOMACY WORLD CONGRATULATES THE FOLLOWING WINNERS OF POSTAL GAMES

Game # Power Player (*replacement)

1974CQ	RUS	Dennis Goldston
1976EZ	ITA	*Glenn Ledder
1978J	TUR	Randolph Smyth
1978AE	TUR	Ron Brown
1978AG	FRA	*John Vogel
1978CC	ITA	Pat Flory
1978CX	FRA	Conrad Struckman
1978FK	RUS	Eric Verheiden
1978IP	RUS	*Bill Bryg
1978IY	GER	Bill Hart
1978KE	RUS	Gene Boggess
1979F	ENG	*Bernie Oaklyn**
1979G	RUS	*Dan Kuszynski
1979W	TUR	Bern Sampson
1979AA	GER	Vern Schaller
1979CV	FRA	Jack Masters
1979HM	ENG	Russell MacKechnie
1979HU	GER	Uli Baumeister
1979IF	FRA	Dave Claman
1979IG	AUS	Ron Kelly
1979IM	AUS	Roger Dunnell
1979IO	GER	John Zipper
1979KM	TUR	Jack Schneider
1979KO	TUR	Bill Young
1980CQ	AUS	Greg Haskew
1980KQ	RUS	Allen Wells
1980KS	AUS	Johan deKleer

(**Pseudonym for Bernard A. Tretick.)

A NOTE ON PSEUDONYMS IN POSTAL PLAY

Whether or not a pseudonym can or should be used in postal Diplomacy is the subject of a lot of controversy

(CONTINUED ON PAGE 31)

Since last issue, one issue of EVERYTHING (#50) has appeared. It reports the endings of 47 games, of which 45 are summarized below. Two of the games (1978AY and 1979IW) were reported to have irregularities sufficient to render the results questionable.

The big winners this time were Russia and Turkey, the Snow Queen and the Wicked Witch of the East...the only Great Powers to post 5 or more victories in these games. In addition, 40% of the games ended in a draw!

The Russian Frolic

ALLEN WELLS

((The Russian Frolic first appeared in DOT HAPPY #9, 16 October 1981. This revised and expanded version was prepared by the author for DIPLOMACY WORLD for publication at this time. Allen even prepared a beautiful right-hand-justified version which, alas, does not fit our format. Even so, we did get the right-hand margin of this introductory paragraph justified to some extent, sort of....))

ABSTRACT: The Russian Frolic is a combined opening by Austria and Turkey, primarily against Russia. It assumes an Italy that will take no aggressive action against Austria in 1901. The most distinctive aspect of this opening is the initial order for the Turkish A Con: A Con H. This order is designed to remove possible threats to Austria from Turkey, allowing Austria to take a more active role against Russia immediately.

Unlike some other openings that I have devised, this opening relies relatively little on diverting or deceiving the other countries on the board. The moves and their significance are relatively straightforward. Thus the required effort needed for good results is correspondingly less.

THE RUSSIAN FROLIC

The main idea of this opening is to give Austria a way to move immediately against Russia, rather than having to consolidate 1901 builds first, then go on the offensive. This is accomplished by taking away any possible threat from Turkey against Austria, while still mounting a major offensive against Russia. The absence of a Turkish unit in Bulgaria after S01 allows Austria to be more leisurely in gathering Serbia and Greece, so that A Bud may move more aggressively.

This opening should only be used if Italy is expected to be on friendly terms with Austria during 1901. Italy should be encouraged to move against either France or Turkey.

Spring '01 Moves:

AUSTRIA: A Vie-Gal, A Bud-Rum, F Tri-Alb.
TURKEY: A Con H, A Smy-Arm, F Ank-Bla.

This is the crucial move of the opening. Russia is attacked with no less than 4 units!! Galicia, Rumania, the Black Sea, and Armenia are all attacked. Only two of these (Gal and one other) can possibly be bounced. No matter what happens, the pressure against Russia will be enormous.

Note this pressure has been brought to bear on Russia on the first move. He has been denied any southern build, and at least two hostile units border his home supply centers.

For the Fall moves, we must consider all three possible moves for the Russian fleet in Sev: to Bla, to Rum, and to Arm (it could also hold, but Russia is clearly in worse shape if it does). In all these cases, Warsaw could move either to Gal or elsewhere. In all cases I will be assuming the worst-case move of A Mos-Ukr. If A Mos holds, tries to move to Sev, or moves north, Russia's position is much weaker.

Fall '01 Moves:

Russia moves to Rumania: This means that Rumania is still empty, and Russia cannot be in Galicia because of the Austrian move. Consider the following orders:

AUSTRIA: A Bud-Ser, F Alb-Gre, A Vie/Gal-??.
TURKEY: A Con-Bul, A Arm-Sev S by F Bla.

The Austrian unit from Vienna can do whatever it wants in terms of harassing Russia or home defense. The units in Budapest and Albania pick up the Austrian builds in Serbia and Greece. The Turkish move on Sevastopol guarantees that Russia cannot

move to pick up Rumania without losing Sevastopol. After this move, Austria will build one unit in Budapest and another wherever he wants. Turkey is free to allocate his build as he sees fit. Rumania will have at least three allied pieces attacking it and an inadequate Russian force against it. Not only are the Russian forces now inadequate for defense, but not all the allied forces are needed to move against Russia. An attack on Italy, for instance, can now be started.

This is a case where I should mention what happens in one other alternative. If Russia keeps his army in Moscow and moves A War-Ukr, he can move F Sev-Rum, A Mos-Sev S by A Ukr and keep Sev while taking Rumania. This can be countered by moving A Gal-War. This will require Russia to divert one of his forces or lose Warsaw.

Note how Austria is free to wait until the fall to pick up Serbia. This is due to the absence of a threatening Turkish unit in Bulgaria. Also note how Turkey has no fear of being denied Bulgaria as Austria has no threatening unit in Serbia. This is the main advantage of the order A Con H combined with A Bud-Rum.

Russia moves to the Black Sea: In this case, Austria has actually made it to Rumania. Russia's fleet is in Sevastopol with a supporting piece in the Ukraine. Either no one or Austria is in Galicia. Turkey is in Armenia.

AUSTRIA: A Rum S TURKISH A Arm-Sev, F Alb-Gre, A Gal-Ukr (or A Vie-Gal).
TURKEY: A Con-Bul, F Ank-Bla, A Arm-Sev.

In this situation, Austria tries to keep Rumania rather than take Serbia. Serbia can be easily occupied in the next spring, and since Turkey is not in Bulgaria yet, taking Serbia can wait until the next spring. If Austria made it to Galicia, the attacks on Ukraine and Sevastopol will guarantee Rumania will not fall. But the move A Gal-Ukr is far from necessary. With the support of Sev being cut, the only possible move to take Rumania will let Turkey into Sev. Also note that Russia's taking Rumania does not hurt Austria, since he can simply retreat to Serbia! Thus Austria is still guaranteed his two builds, and Turkey is guaranteed at

least one. Furthermore, Russia is denied any southern gains, and his defensive position is poor.

As before, if Russia is in Sev, Mos, and Ukr instead, an Austrian move to Warsaw will either cost Russia that center or an extra unit to protect it.

Again note how the A-T alliance has not only secured a very strong position to attack Russia from, but not all of the winter builds are needed to maintain the attack, so that an assault on Italy in Spring 02 is a reasonable plan.

Russia moves to Armenia: This case is identical to the previous one except that Turkey's orders are: F Bla-Sev, A Smy-Arm; the Austrian support is changed to A Rum S TURKISH F Bla-Sev.

This variation is somewhat weaker, since it leaves the Black Sea open and a fleet instead of an army in Sevastopol, but it is also much less likely to happen. I have included this mostly for completeness.

Comments:

In all of these situations, one theme runs in common. The choice of Turkey to delay the move to Bul, and of Austria to move to Rumania initially, gives a better attack against Russia while allowing both parties of the alliance a more secure position. In each case the moves of Russia make little or no difference: he will end up in a very bad position by the end of 1901. If Germany can be convinced to bounce Russia in Sweden (something that should, of course, be encouraged), there will be no Russian build at all. This can be done in relative safety because it makes little difference to the opening if Russia knows what is going to happen in advance.

However, misleading Russia somewhat can be of help. Austria's making it to Galicia will give a more potent offensive position. On the other hand, if Austria has some worries about Italy's move in F01, he may actually want to arrange a bounce to keep his unit in Vienna where it can guard Trieste. You may want to maneuver Russia into opening

to the Black Sea so Rumania will fall immediately to the alliance, giving a somewhat better position against Russia. This is one of the few openings for Turkey in which having Russia move to the Black can be good!

Assuming that Austria and Turkey move according to the opening suggested for SO1, there is only one thing that can mess things up, and that is Italy. If Italy moves right away against Austria, it will mean trouble. Losing Trieste to Italy in the fall is tolerable, so long as he gets no further. Austria will still get a build, and the position against Russia is secure enough that it should be possible to push Italy out...especially if Turkey builds a fleet and pushes into the Med, districting the Italian forces.

However, this opening works best if Italy leaves Austria alone in 1901, so you should work toward getting Italy's trust. Perhaps the best way for Italy to be handled is for Turkey to act somewhat belligerent toward Italy (perhaps demanding that the Ion belongs to Turkey and stating that Italy moving there is an act of war) while Austria tries to interest Italy in a Lepanto Opening. Since the A-T alliance will be in a position to attack Italy in force in SO2, he will not have time to achieve a strong offensive posture toward Turkey before the alliance attacks him. Of course, if Italy can be convinced to attack France, all the better. This will not only make the attack on Italy easier, but France will probably be willing to help you.

Attacking Italy early is important for the long-term success of this opening. Turkey will soon lose the opportunity for builds in the north as Russia falls. If the alliance is to be successful, a new area for Turkish expansion must be found. Attacking Italy, letting Turkey expand through the Med, provides this. Furthermore, if Austria is expanding overland while Turkey expands by sea, they can complement each other while still remaining a minimal mutual threat. Yet another reason to attack Italy is to break through the north-western stalemate lines. It will eventually become obvious to the rest of the players that the A-T alliance is threatening to

sweep the board. The faster that the alliance can grow and break through the stalemate lines, the better chance they have to succeed before strong counter-alliances form.

Conclusions:

I believe that the Russian Frolic provides an easy and powerful way for the Austrian and Turkish players to form a strong alliance at the start of the game. Turkey benefits from the elimination of the two strongest threats to his homeland, Italy and Russia. Austria gains by obtaining a relatively secure position early in the game. The Russian Frolic provides a stable base for a long-term alliance, or for just a large number of initial builds with good position, if your sights are set more on short-term advantage.

...And that concludes the briefing on Europe in 1901, Mr. President.
 ...Does that, uh, mean, uh, that---
 ...Yes, Mr. President.
 ...uh, that this Russia isn't a nasty old Communist country?
 ...Yes, Mr. President. Now in the next game you can attack somebody else, right?
 ...Right. Gee, thanks Henry.



STILL ¹⁴ MORE ABOUT CONVOYS*

*in this case, THE ULTIMATE TACTICAL
PLOY AND DIPLOMATIC CHALLENGE: THE
RULEBOOK CONTRADICTION

Mark Berch

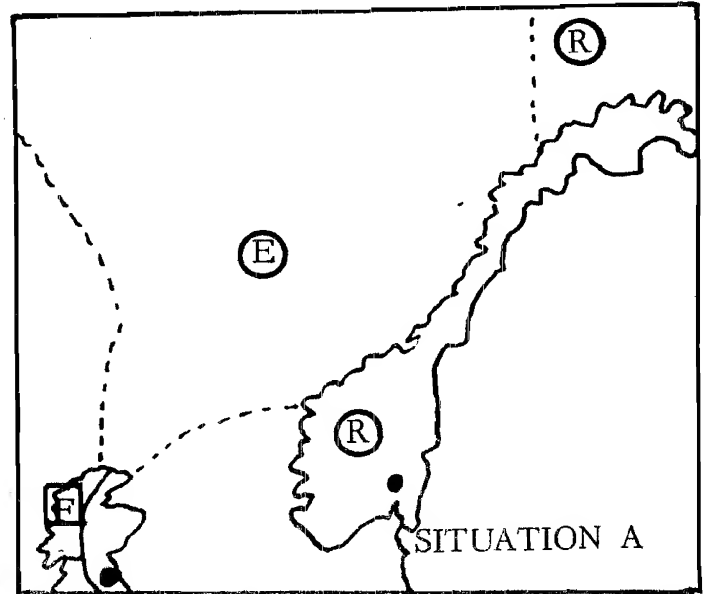
Let's be candid: Rulebook paradoxes are, generally speaking, a bore. These arise in peculiar situations where there are two possible adjudications, each internally consistent but different from the other. This hardly presents a problem. After all, the GM is "right" with either one. Oddly, the ruling that most use is to say that all units hold, which is consistent with neither adjudication! Most of them are so complicated, involving multiple convoys, that just about the only way they can occur is if the players decide to harass the GM. They are of interest mostly to those who write computer programs and scholars of the Rulebook.

The Rulebook contradictions are another matter. These are situations where, rather than 2 correct adjudications, there are zero. That is, the GM is wrong whichever way he rules. These arise when there are two rules which are in conflict with each other, and the Rulebook fails to state which has priority. Furthermore, these are not complicated, requiring only one single-fleet convoy. Further, they actually have a military use to them; there's an advantage to setting them up. They will be discussed in turn, with ramifications which had not been hitherto presented.

A. THE UNWANTED, UNNECESSARY CONVOY

Consider the following situation:

ENGLAND: F Nrg C FRENCH A Cly-Edi.
FRANCE: A Cly-Edi.
RUSSIA: F Bar-Nrg S by F Nwy.



France points to VII.1, third paragraph. His army moves to an adjacent province and is unopposed, so the move succeeds. Not so, retorts England. Rule XII.3 says that if the convoy is disrupted (by dislodging the fleet) then the army cannot move. That being so, England is free to retreat to Edi. This is the military advantage--just moving F Nrg-Edi would not have gained the center. The problem is, the Rulebook does not state which Rule takes precedence.

Rod Walker, in addressing this situation, refuses to believe there is even a conflict. In The Gamer's Guide to Diplomacy he simply proclaims that "the convoy order is not relevant". In APPALLING GREED #13 he flatly states that "there is only one possible ruling here. Rule VII.1 is controlling...". No reasons are given as to why he selected that one rather than XII.3. In DIPLOMACY WORLD #28 he is calling the contradiction "nothing more than a red herring" and a "technicality", and XII.3 "not even applicable".

I don't see it that way, and neither did Allan Calhamer. In TAU

CETI #5, he is quoted as saying, "I am afraid we simply need another rule to cover this case." I agree. The player's best move is to lobby the GM, to direct his diplomacy at the GM! But which is the better choice? I believe that a strong case can be made for the notion that XII.3 should control. That is, the army should not move.

1. Let's add the following orders to the above (nationality irrelevant): F Nat, F Iri, F Eng, & F Nth C FRENCH A Cly-Edi. Now we have three paths: a good convoy, a disrupted one, and the overland route. In order to have the army move, both XII.3 and XII.4 must be violated. Immobilizing the army breaks only one rule. Isn't it better to break 1 rule rather than 2?

2. There is also the question of the intent of Rule XII.4. Generalizing slightly, this says that if there are two routes to go from A to B, and one of the routes is a disrupted convoy, then the army doesn't move. That is, the army is fatally attracted to the broken convoy rather than the other available route. If we apply that to this situation, the army will not move.

3. Looked at another way, the core question here is whether the convoy can be "refused". Some have suggested getting around this problem by giving the player this right explicitly, either by allowing him to say "via" to specify which route he wants, or by saying "convoy refused". But the list of things that that a player can do in a move season is limited and closed: move, support, convoy, and hold. You cannot hop, skip, jump--or refuse. If "Refuse" can be added, then the doors are open for other additions as well. And even if we stop at "refuse, think of the new problems. If one can refuse a convoy, it seems only logical that one can refuse a support. That would wipe out the "Reinhardt Gambit", whereby one foils a self-standoff by supporting one of the moves. So far as I know, no present postal GM would allow a player to refuse a support. Yet I

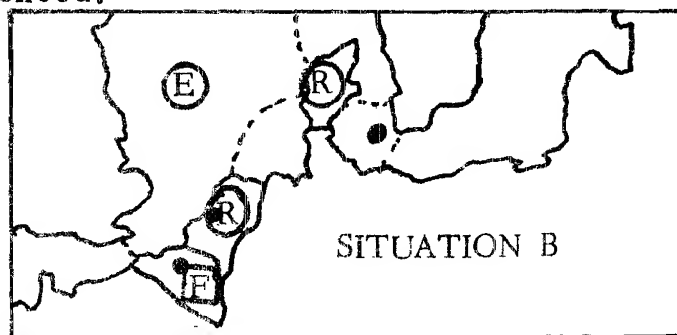
suspect that the first person to see his self-standoff foiled by the Reinhardt Gambit argued that he didn't "intend" for his move to be supported, in much the same way that the French player above did not "intend" for his unit to be convoyed. In short, it seems to me that if you can be victim of an unwanted support, you can be victim of an unwanted convoy. Nor will it stop there. Next: someone, who has gotten stuck on one of his ally's supply centers one fall, will claim the right to "refuse" ownership, to avoid a damaging removal....

4. The most direct way of viewing this is as follows: If a move can be viewed as both a convoy and a non-convoyed move, which takes precedence? In fact, the Rulebook directly answers that question in its very last sentence: the convoy prevails. Consider the following: A Pic-Bel C by F End, A Bel-Pic. Nationalities do not matter. The A Pic-Bel move, if viewed as an overland or non-convoyed move, would be blocked by A Bel-Pic. But if viewed as a convoyed move then it can go. The last sentence of the Rulebook indicates that the latter view will prevail: the convoy view takes precedence.

5. Finally, there is the argument from values. Diplomacy as a game values the sly, the cunning, the underhanded, the crafty. It would seem a shame to turn down such a cunning maneuver without a compelling need.

B. THE FINESSED CUT

So far as I am aware, this is the first time the following has been presented:



ENGLAND: F Nth C FRENCH A Bel-Hol.
FRANCE: A Bel-Hol.
RUSSIA: F Den-Nth S by F Hol.

Once again, England would like to be dislodged--presumably to take a strategic retreat. Russia doesn't care to risk Hoo, so the support comes from there. France's motives are not known. Perhaps he wants to thwart the dislodging of F Nth; perhaps he wanted to cut another possible support which F Bel might give; perhaps he just wanted to move into Bel. At any rate, under Rule X, A Bel-Hol has indeed cut the Russian support. However, XII.5 says that a convoyed army's attack does not cut support given to an attack on the convoying fleet--the attack does not "protect" the fleet, and without that protection, the fleet is dislodged. The problem here is, XII.5 and X are in conflict, and there is no place where the Rulebook says which is to take precedence. My own recommendation, as given above, is that the convoy rule take precedence, and England be allowed his crafty finesse of the attempted French cut.

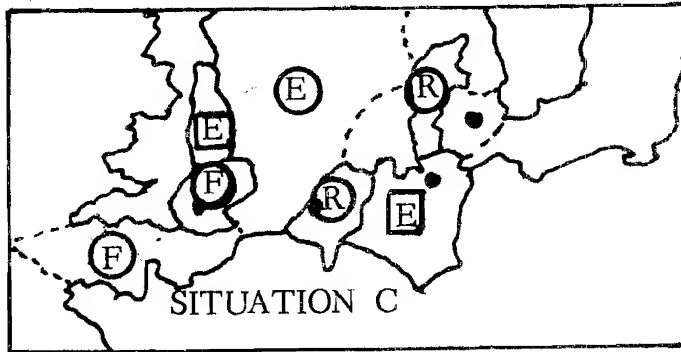
C. THE CHICKEN & EGG CONVOYS

Consider the following:

ENGLAND: A Yor-Hol C by F Nth and S by A Kie.

FRANCE: F Eng-Nth S by F Lon.

RUSSIA: F Den-Nth S by F Hol.



The nationality of the armies does not matter; for simplicity they are made English. Ignore the convoy for a moment. F Nth is a "Beleaguered Garrison" (Rule IX.5). Since the French and Russian attacks are of equal strength, neither enters and so the fleet is not dislodged. Now consider the convoy. Since the fleet is not dislodged, the convoy

is still valid (XII.3). The convoyed attack on Holland does not cut the support given by F Hol for F Den-Nth (XII.5). This is just as well, since if it did cut the support then the French attack would dislodge F Nth and then F Hol wouldn't be cut, leading to an internal contradiction. OK; XII.5 says that F Hol doesn't have its support cut, so the convoy is still intact due to the Beleaguered Garrison rule. But F Hol has no support, and A Yor-Hol is supported from Kie, so F Hol is dislodged. However, Rule X says explicitly that a dislodged unit cannot give support under any circumstances! What is to be done? Again, target your diplomacy toward the GM. Here the argument that the support of F Hol is cut runs into an insoluble problem: cutting that support destroys the Beleaguered Garrison situation and thus the convoy, meaning that F Holland's support can't be cut. That was the type of problem XII.5 was designed to avoid.

Finally, I wish to unveil what I dub as "Berch's Ghastly Mess". In the C. contradiction above, move the army from Yor to Lon! This then combines both B and C--one has to deal with both contradictions to sort that one out.

What kind of solution is best? Ideally the Rulebook should be modified, but the chances of this happening are very small. GMs can deal with the problem when it comes up, or can add a Houserule to take care of these situations. Such a rule should cover all of the problems discussed above, and not introduce any new ones. I suggest the following:

"In case of Rule contradiction, Rule XII shall prevail."

Such a provision would resolve A, B, and C above. It would treat the army's move as a convoy in A and B, and would keep the convoy intact in C. Those who, like Rod Walker and Mark Larzelere, feel that the army move should be considered overland, not convoyed, won't like that. However, I cannot think of a simple rule that would cover their adjudications to A

(CONTINUED ON PAGE 20)

D. W. DEMO GAME

17

1980AY

GAMESMASTER: ERIC VERHEIDEN

COMMENTARY: DON DITTER

((Note: Reporting of the game uses the EREHWON system of notation. Each order is followed immediately by all related supports and/or convoys. Thus, "A Mun-Ber S by A Kie" (for A Mun-Ber, A Kie S A Mun-Ber) or "A Lon-Bel C by F Nth and S by F Hol & A Ruh" (thus ordering 4 units). Abbreviations are exactly as specified in the Rulebook, plus Lpl (Liverpool), Lvn (Livonia), Trl (Tyrolia), Tyn (Tyrrhenian), and Bot, Lyo for the two "Gulf of" spaces. Other order abbreviations are: /r/, dislodged, must retreat; R-, retreats to; /d/, disbanded because unable to retreat; D, disband; B, build; /cd/, convoy disrupted; /nso/, not so ordered; /otm/, unit supported in place was ordered to move; /nsu/, no such unit; /imp/, impossible. Orders which fail are underlined.))

SPRING 1906

ENGLAND (Bernard Sampson): A Cly-Nwy C by F Nrg and S by F Nth.

FRANCE (Robert Sergeant): A Gas-Bur, F Mar-Lyo, A Pie S ITALIAN A Mun-Trl, F Wes-Tyn, F Mid-Naf.

GERMANY (Lee Kendter, Sr.): F Ska S ENGLISH A Cly-Nwy, F Den S A Kie, A Sil-Mun S by A Kie, A War-Pru, A Bel-Ruh.

ITALY (Hal Norman): A Mun-Trl, A Tus-Rom, F Tun S FRENCH F Wes-Tyn, F Ion-Aeg.

RUSSIA (Mark Berch): F Bar-Nrg, A Nwy-Den S (sic) by F Bal (A Nwy /r/, R-Fin), A Fin-Swe, A Lvn-War S by A Gal & A Mos, F Bul(ec)-Rum, A Trl-Mun (/r/, R-Vie), A Tri S TURKISH A Alb-Ven.

TURKEY (Peter Reese): A Gre-Ser, A Alb-Ven C by F Adr, F Ven-Apu, F Tyn H (/r/, R-Nap), F Eas-Ion.

Commentary: The most important development this season is the resumption of Hal Norman in the Italian

position. Mark Zimmermann, the phantom player, seemed hell-bent on assisting Russia & Turkey to victory. Hal is once again cooperating with France against Russia/Turkey. His good guess moving to Aeg should cause Turkey some problems. He must pull back some of his forces to deal with the Italian pest. This will slow down the Turkish advance and allow France & Italy to establish a more advanced Western stalemate line.

While Italy will pick up Con, he is certain to lose Nap and Mun, so he'll be down to three units. With France's help he should be able to hold Tun and Rom for a long time. Turkey needs armies in Apu and Ven to take Rom. Additionally, the units Turkey requires to secure his homeland should give France/Italy a shot at retaking Nap and/or Ion.

On the German front, the phantom Italian's stab has helped solidify Russia's western front. Had not Germany lost Mun, the Russian player would be in much deeper trouble. A fleet build in Ber would have sewn up the north, with Swe and StP eventually falling. Germany also could have made things very interesting in the Warsaw area by taking Gal or being dislodged to Ukr. It is unfortunate that Germany could not have trusted Italy to move against Russia/Turkey, so that he could have continued his attack on Russia. Lack of communication?

FALL 1906

ENGLAND: A Nwy S GERMAN F Ska-Swe, F Nth & F Nrg S A Nwy. Owns: Edi, Lpl, Lon, Nwy (4). Build 1.

FRANCE: A Bur S GERMAN A Mun, A Pie S ITALIAN A Trl-Ven, F Lyo S F Tyn, F Tyn S ITALIAN A Rom, F Naf-Wes. Owns: Bre, Mar, Par, Spa, Por (5). No change.

GERMANY: F Ska-Swe S by F Den, A Kie S F Den, A Pru-Ber, A Mun H S by A Ruh. Owns: Ber, Kie, Mun, Hol, Bel, Den, ~~Waf~~ (6). No change.

ITALY: A Trl-Ven S by A Rom (A Rom /r/, R-D), F Tun S FRENCH F Tyn, F Aeg-Con. Owns: ~~Nap~~, ~~Rom~~, Tun, ~~Mun~~,

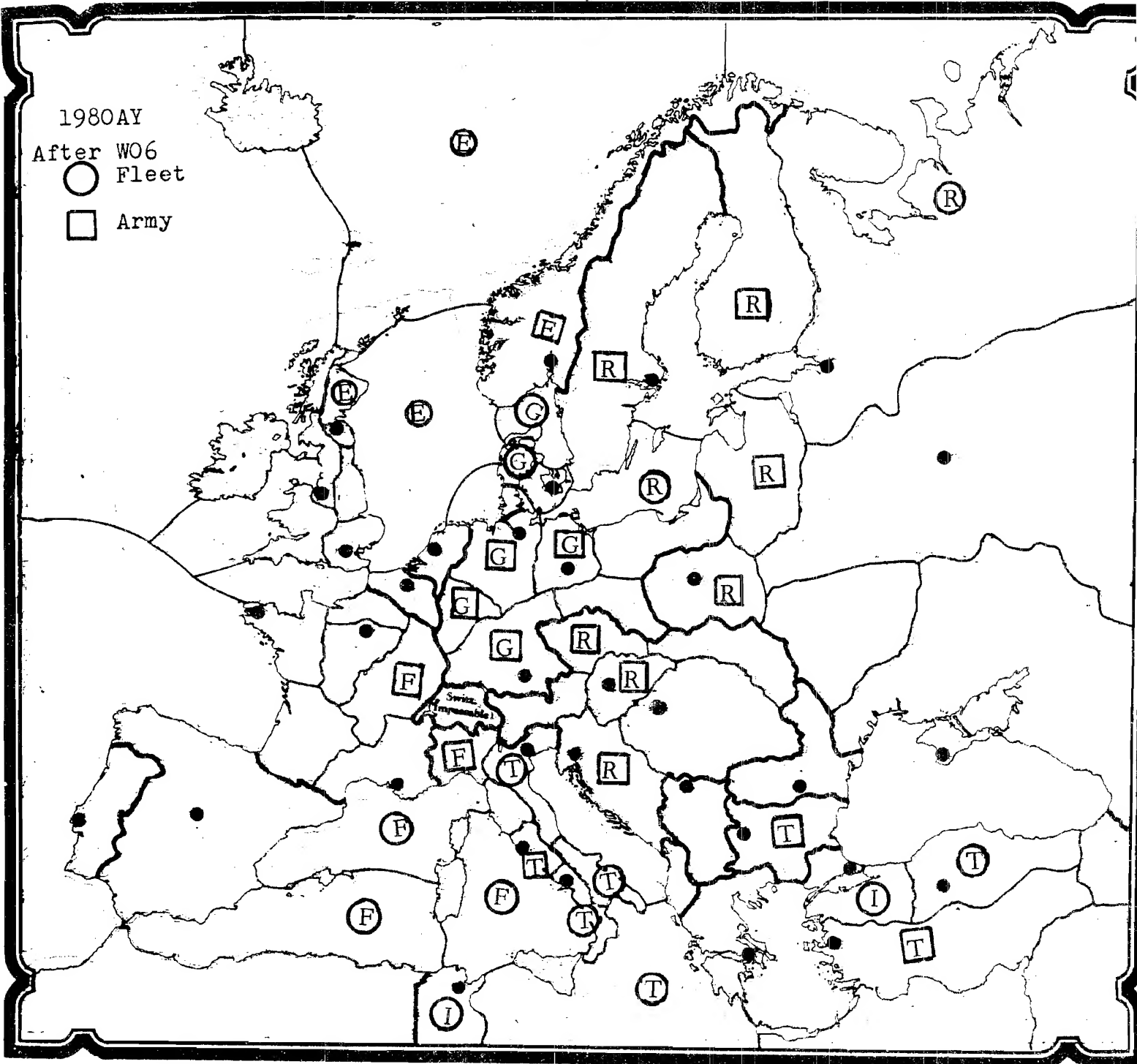
Con (2). Disband 2.

RUSSIA: F Bar-StP(nc), A Swe H S by F Bal & A Fin, A Mos-Lvn S by A War, A Gal-Boh S by A Vie, A Tri S TURKISH F Adr-Ven, F Rum-Bla. Owns: Mos, StP, Sev, War, Tri, Bud, Vie, Swe, Rum, ~~Mos~~, ~~Bul~~ (9). Disband 1.

TURKEY: A Ser-Bul, A Ven-Rom S by F Nap, F Ion-Tyn, F Adr-Ven S by F Apu. Owns: Ank, ~~Eon~~, Smy, Gre, Ser, Ven, Rom, Nap, Bul (8). Build 2.

Commentary: This season is highlighted by a terrible tactical blunder on the Italian peninsula. A horrendous set of French/Italian orders allowed the Turkish defensive move to take Rome!! The Turkish orders simply guaranteed that he would hold Ven & Nap. The simple, obvious order F Tyn-Nap, along with the attack on Ven would have guaranteed the survival of Rom and a very good

1980AY
After WO6
○ Fleet
□ Army



stalemate line.

I know Bob Sergeant to be a very good tactical player. Hal Norman I've never played against, but he seems very competent. That they would submit those orders seems incomprehensible to me. Must be battle fatigue.

At any rate Turkey now gets two builds instead of one and Italy must remove two. The Turkish builds mean that Con will fall very swiftly--probably annihilated. This leaves Italy with only Tunis--surviving through French grace.

In Scandinavia it was "hold on to what you have" as all players submitted very defensive orders. England & Germany must start thinking about how to dislodge F Bal--it is the key to taking Swe and StP, and to holding Ber. The English build will help in their effort, but cooperation and trust are musts.

WINTER 1906

ENGLAND: Build F Edi.

ITALY: Disband A Ven.

RUSSIA: Disband F Bla.

TURKEY: Build A Smy, F Ank.

Commentary: The Russian/Turkish builds/removals are very well coordinated. Turkey can force the annihilation of the Italian F Con in 1907. I'll leave the reader to work it out for himself. (A hint: F Ion must cover Aeg.)

At this point the game looks like a 5- or 6-way draw. The Italian phantom moves have had a tremendous impact on this game, even though the Western powers' orders haven't been as sharp as they might have been. There are all sorts of stalemate lines. I'm sure E/F/G are aware of them, as they are all good, experienced players.

SPRING 1907

ENGLAND: F Nrg-Bar, F Edi-Nrg, F Nth S A Nwy, A Nwy S GERMAN F Ska-Swe.

FRANCE: A Bur-Gas, A Pie-Tus, F Lyo-Tyn, F Tyn-Tun S by F Wes.

GERMANY: F Ska-Swe S by F Den, A Kie S F Den, A Mun-Sil S by A Ber, A Ruh-Mun.

ITALY: F Tun S FRENCH F Tyn-Ion /nso/ (/r/, R-NAf), F Con-Bul(ec) /r/ R-D.

RUSSIA: F StP(nc)-Nwy, A Fin S A Swe, F Bal-Ben S by A Swe, A Lvn-Pru, A War-Sil S by A Boh, A Vie-Trl S by A Tri.

TURKEY: A Smy-Con S by A Bul, A Rom-Ven S by F Nap, F Ion-Aeg, F Ven-Adr, F Apu-Ion, F Ank-Bla.

Commentary: How soon we forget our friends. France viciously stabs his game-long Italian ally for one lousy supply center. After all Italy has done to battle the R/T menace--that's what you call gratitude. However, this was an extremely foolish time for France to strike. Why didn't he stand Turkey out of Ion and take Tun in the Fall; or why take it at all? Perhaps Frenchy is perturbed over the monumental goof F/I made last season in allowing Rome to fall and has decided to eliminate one of the commanders.

If R/T play their cards right, they have an Italian ally who can do France much damage in the Naf/Mid area. T/R should make orders conditional on Italy retreating F Con-otb. If Con retreats off the board, Italy should be allowed to hold Con to support his "Atlantic Raider". That could make things very interesting.

((Ed. Note: Don's commentary is written from the point of view of the game's actual progress, which means that retreats appear with the next season's orders, rather than contemporaneously with the same season, as they are printed here.))

The Scandinavian "Holding Yours" is again the goal of all players, though one must question why Russia has allowed England to take Bar. The good English position in Norway means that Swe and StP are now vulnerable to attack--it's a guessing game. Swe should fall soon and Bal soon after, although Ber will be lost before Bal can be taken--the Russian pressure on Mun/Ber is too great.

FALL 1907

ENGLAND: F Bar-StP(nc) S by A Nwy, F Nrg & F Nth S A Nwy. Owns: Edi, Lpl, Lon, Nwy (4). No change.

FRANCE: A Gas-Bur, A Tus-Pie, F Wes & F Tyn S F Tun, F Tun S F Tyn. Owns: Bre, Mar, Par, Spa, Por, Tun (6). Build 1.

GERMANY: F Ska-Swe S by F Den, A Ber H S by A Kie, A Mun H S by A Ruh. Owns: Ber, Kie, Mun, Hol, Bel, Den, Swe (7). No room to build; will be 1 short.

ITALY: F Naf-Mid. Owns: ~~Tan~~, Con (1). No change (1 unit disbanded, Summer 1907).

RUSSIA: F StP(mc) H S by A Fin, A Swe-Lvn C by F Bal, A War-Sil S by A Pru & A Boh, A Trl-Pie, A Tri-Trl. Owns: Mos, StP, Sev, War, Tri, Bud, Vie, Rum, ~~Swe~~ (8). Disband 1.

TURKEY: F Nap-Rom S by A Ven, F Ion-Nap, F Adr-Ion S by F Aeg, A Bul-Gre, A Con-Bul, F Bla H. Owns: Ank, Smy, Gre, Ser, Ven, Rom, Nap, Bul (8). No change.

Commentary: France explained in the press the reason for his Italian stab. The House Rules do not allow a draw that does not include all survivors. Bob tried to get a 5-way draw instead of a 6-way. Now France must convince Italy that a 6-way draw is preferable to extracting revenge for the stab.

In Scandinavia Russia gives up Sweden for a defensive position in Lvn--this was probably a wise decision to try to delay the fall of StP, but it inevitably must fall to German/English efforts. Russia can forcibly take Ber in the Spring, but essentially that's it; the north is in a stalemate position.

The Italian raider is the key to Russian/Turkish hopes. If Italy helps against France, Russia/Turkey can probably grind out a win. If Italy decides to be a part of a 6-way draw, that's what we'll have. Turkey could stab Russia, but without a Western ally, that would be foolish.

WINTER 1907

FRANCE: Build F Bre.

RUSSIA: Disband A Tri.

Commentary: A bit of a surprise in the French build of a Fleet in Bre. I hope he doesn't intend to battle the Italian Fleet; that will only reinforce the Russian/Turkish chances for victory. The Italian fleet would have to be annihilated, which would take a lot of fleets. Fleets that France cannot spare with Turkey on his back. England/France

/Germany must convince Italy to take a 6-way draw. In this vein the build of F Mar would have been much more conciliatory toward Italy.

This game illustrates the importance of a one-unit power. The outcome hinges on one question--what will that one Italian fleet do? Will it help Russia/Turkey to victory or take the 6-way draw? It's a tough choice--which would the reader choose?

((Ed. note--Throughout this period of the game, the Gamesmaster has conducted repeated votes for a 6-way draw. Declaring the draw at this point, under Eric's HRS, would require a unanimous vote. On each occasion, at least one player has voted against the draw (although we don't know who that player, or those players, was, or were, since the actual results are not reported). But it may be assumed the repeated failure of 6-way draw proposals may have had something to do with Italy's actions thus far.))

STILL MORE ON CONVOYS* (Berch) (continued from p. 16)

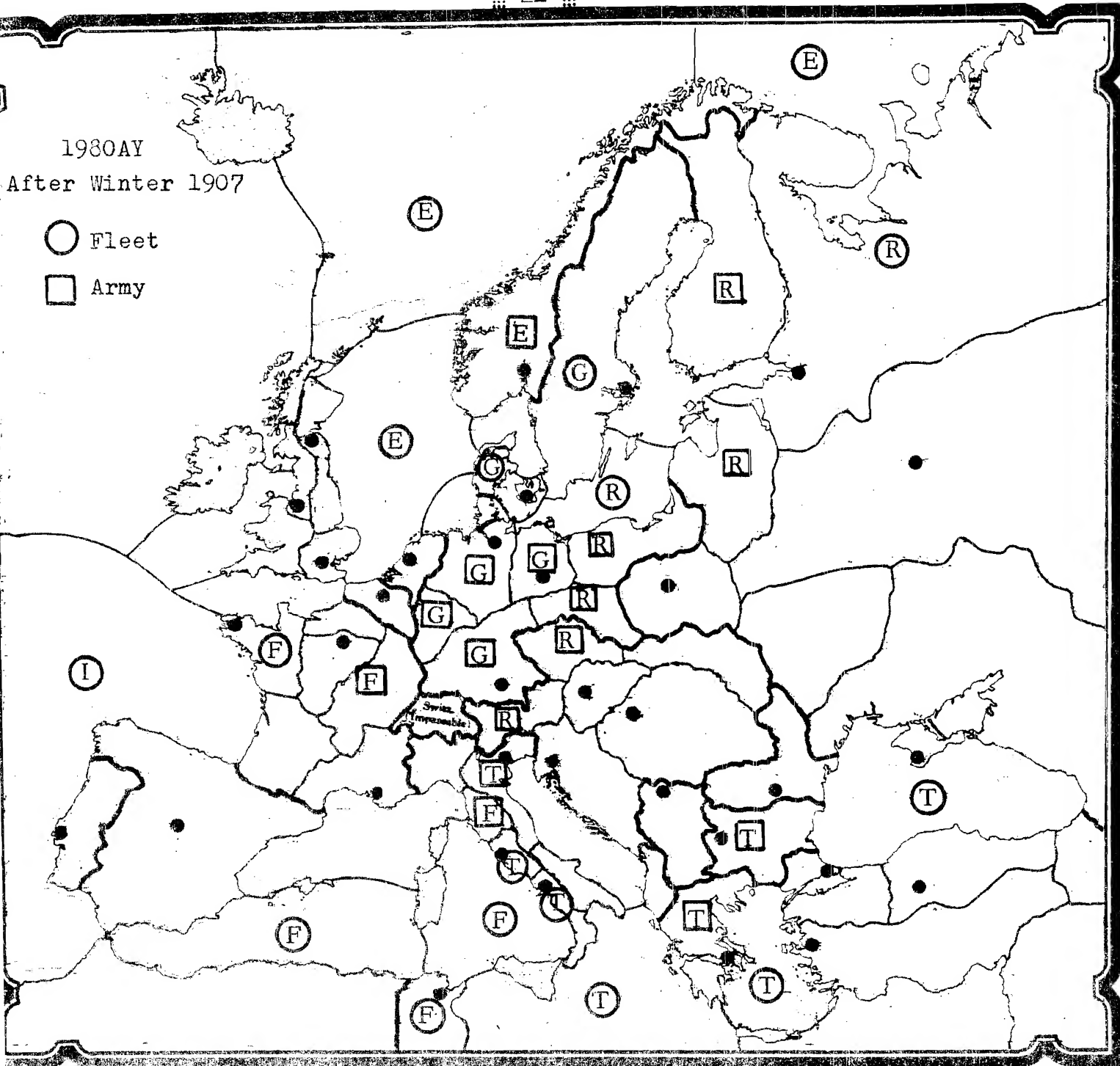
and B and also deal with C as well. That is, perhaps, the best argument of all for the supremacy of Rule XII over VII and X when they conflict.

((Ed. note: It still seems obvious to me that Rule VII is controlling in situations A and B. It is the general plan of the Rulebook to go from general to specific, from overall to exception. Rule VIII, for instance, states the general principle that a unit may not move if opposed by another unit. It then goes on to Rule IX, showing how the Support order creates exceptions to Rule VIII. Similarly, Rule XII creates the convoy as an exception to the statement in Rule VII that an army moves only to adjacent provinces. In its character as an exception to Rule VII, Rule

CONTINUED (AGAIN?) ON PAGE 31

1980AY
After Winter 1907

○ Fleet
□ Army



pd. ad.

PELENNORATH

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WE MAP THE WORLDS

PELENNORATH, the only fantasy fanzine on Earth which covers the geography of created worlds and countries, announces its 4th issue: a 26-page special on Marion Zimmer Bradley's DARKOVER. The issue includes two 8½x11 maps of Darkover, a bibliography, and a complete gazateer. A copy is only \$1 from Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024. A subscription to PELENNORATH is only \$4 for 5 issues. Upcoming: issue #5, the novels of Mike Sirota; issue #6, the romantic novels of the turn of the century...including articles on Graustark (G.B.McCutcheon) and Ruritania (Anthony Hope). Subscribe to PELENNORATH and see the worlds!

On Following Protocol...

TO FOSTER INFLUENCE IN DIPLOMACY

David Ezzio

Much has been written about the value of stabbing. Although the possibility of deceit is an essential element of the game, I'd like to interject a word of caution to those of you currently caught up in enthusiasm for the Rotpolitik. In poker it's advantageous to maintain the live possibility of a bluff, but in DIPLOMACY it's wise to reduce the perceived possibility of a stab to a minimum, for for no other reason that a stab for maximum effect should come when least expected. In fact, an analysis of the elements of the game will reveal persuasive reasons for avoiding the use of a knife.

The essence of the game is the struggle for power. Supply centers literally purchase military power, and a win of 18 centers represents a high probability of military superiority over all others no matter what their positions or degree of unity. Thus winning the game is identical to winning the power struggle. For any player, power comes in two forms. There is his country's military power and there is also influence, his ability to persuade other players to act in his country's interest. Influence is the essential ingredient for success in the power struggle. Almost by definition, military power nearly never suffices to win the game.

The military power of a country is represented accurately by the player's pieces on the board and is subject to that player's exclusive control. In games of regular DIPLOMACY the existence and exercise of military power is highly visible to all, and for that reason no player finds it easy to avoid responsibility for its use. Military power is essential for securing control of additional supply centers, and it is not depleted by time or exercise. Finally, military power is subject to known, universal rules for creation and maintenance.

Influence is not represented accurately by the pieces on the board.

The exercise of influence is not subject to one player's exclusive control. For one player to influence a second player, the first player has to accept a course of action that blends the second's perceived interests with his own, and the second player's agreement is always needed for the influence to take effect. The existence of influence is rather invisible. Players often over- or underestimate their influence, and because of its low visibility, it's relatively easy to avoid responsibility for the exercise of influence. All other things equal, influence tends to decline over time; that is to say, it is perishable. It is also consumable: exercising influence, ceteris paribus again, tends to use it up. Finally, influence is not subject to widely known, universal rules for creation and maintenance.

How is influence created? As in all human relations, there are no rules carved in tablets that carry guarantees of success; still there are many prudent maxims which if followed usually produce results. In general, influence is created by diplomacy, and by diplomacy I mean simply communication. Those who play the game and do not take the trouble to communicate are pathetic creatures indeed. Having only one wing, they never do learn to fly. Diplomatic communication has three analyzable components: negotiation, the transfer of information, and protocol. Each component plays a different role in fostering influence.

Influence is created primarily in negotiations, where a player tries to persuade other players to act in his country's interest. To purchase influence with other players, a player trades the potential uses of his country's military power. A great deal of military power may buy little influence, and inversely, a small amount of military power may buy a great deal of influence. A player's success in the

power market depends on how skillful a trader he is, how open his possibilities are, who the people he's dealing with are, how they perceive him, and what the terms of trade are for the military strategy he is pursuing. Although all these factors determine the amount of influence a player can purchase, the basic transaction is a commitment to forgo, or negate, a potential use of military power in exchange for a commitment from his trading partner to negate a potential use of his military power. A commitment actually to perform some particular exercise of military power can be viewed as agreeing to negate all other possible uses of those units. Because there is always a residual use of military power no matter how many potential uses are negotiated away, and inasmuch as the potential uses traded buy the player's country favorable activity by foreign units, through negotiations the total power a player has to work with is increased. Both parties can emerge from negotiations with increased power; while in a war at most only one side can win.

Knowledge of other players' desires, perceptions, and inclinations is essential if a player wishes to assess realistically trading offers made to him and if he wishes to make trading offers that will be favorably received by others. In the world of diplomacy, it's very easy to mistake dreams for realities. Knowledge of other players is based on the information obtainable from all sources. Two obvious ways for a player to increase his information is to ask questions and trade information with other players. Information is valuable and in some cases it can be traded for influence, but in all cases it is necessary for effective negotiations.

The last component of diplomacy is protocol, by which I mean generally accepted rules of communication. Although following protocol rarely if ever buys influence, it does help to insure that offers are seriously considered by other players. Most of the rules of protocol can be listed under the heading of tact. For a truly illuminating discussion of tact, I refer you to Dale Carnegie's classic, How to Win Friends and Influence People. One

distinguishing feature of diplomatic communication is that it often concerns conflict and often consists of an exchange of promises that cannot be enforced by any legal system. There are some rules that are particularly applicable to diplomatic communication, and of them, I would like to concentrate on the rule of honoring commitments.

Woe be to the man whom all view as completely dishonorable! He is laughed out of the power market. Alone and unwanted, he soon pays for his sins. Because the basic transaction of negotiations is an exchange of commitments, it is essential that others perceive the player's word as having worth. Trust comes in degrees and one goal of negotiations is to reduce the role of trust to a minimum; still some trust is essential in a negotiated transaction. The perception of a player's trustworthiness held by the person he is negotiating with circumscribes the potential uses of military power that the player can effectively offer in trade. If he makes an offer that is beyond the line of credibility for his trading partner, the trading partner will treat it as bogus currency; that is, he will either refuse to accept the offer or not honor the commitment he gives in exchange.

How then does a player encourage others to perceive him as honorable? Although there is no exact correlation between perception and reality, people generally tend to perceive what is real, and thus the sine qua non for encouraging others to perceive anyone as honorable is for that person in fact to be honorable in his dealings.

When it comes to commitments, the player is faced with the very real choice of honoring or not honoring them. The only rational way to make that choice is to analyze the costs and benefits of the options. On the basis of the preceding discussion, the outline of that analysis is clear. If a player honors a commitment, he incurs the cost of relinquishing some possible use of his country's military power together with the benefits such use would

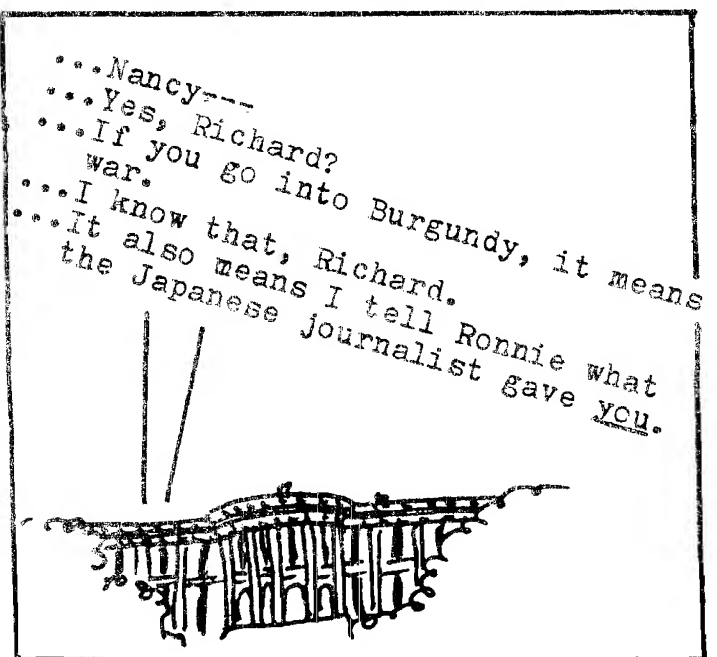
procure. Generally this cost has been anticipated and a benefit commensurate with it obtained in the process of negotiating. Sometimes an unanticipated cost can be incurred by honoring a commitment; usually, however, this unanticipated, additional cost is not greater than a country can bear as a price of doing business. The benefit derived by honoring commitments lies in the position the player acquires for himself in the power market. Honoring a commitment preserves the basis for negotiation and inspires trust in further offers made. By honoring his commitments, a player acquires a better exchange ratio for his military power than other less provident players. Honoring a commitment is a low risk, low cost, low yield investment in the country's future. The cumulative effect of following a policy of honoring commitments can be significantly in favor of the player's success.

On the other hand, the cost of not honoring a commitment lies in the damage it can do to a player's reputation. From the point of view of conserving influence, it is better to send a declaration of war than to use a knife. A stab causes loss of face, breeds hard feelings and will always be an obstacle in any negotiations with the player anywhere down the road. In some instances a stab will spur the victim to reduce his objectives to hurting only the perpetrator. Not only does the stabber destroy any trust the victim had in him, he also undermines the perception of his trustworthiness held by others who are influenced by or sympathetic to the victim. The effects of a stab can reverberate throughout a game over several moves as players readjust their actions to match newly acquired perceptions. The benefits of a stab lie in additions to military power, also in some instances, in the demoralizing effect it can have on the victim, and finally in the clear signal it can send to all that the stabber is making significant changes in his military strategy. As should be clear, both the benefits and costs of a stab are to a large extent unpredictable. The cost of a stab can be very large and often grossly outweighs the benefits obtained.

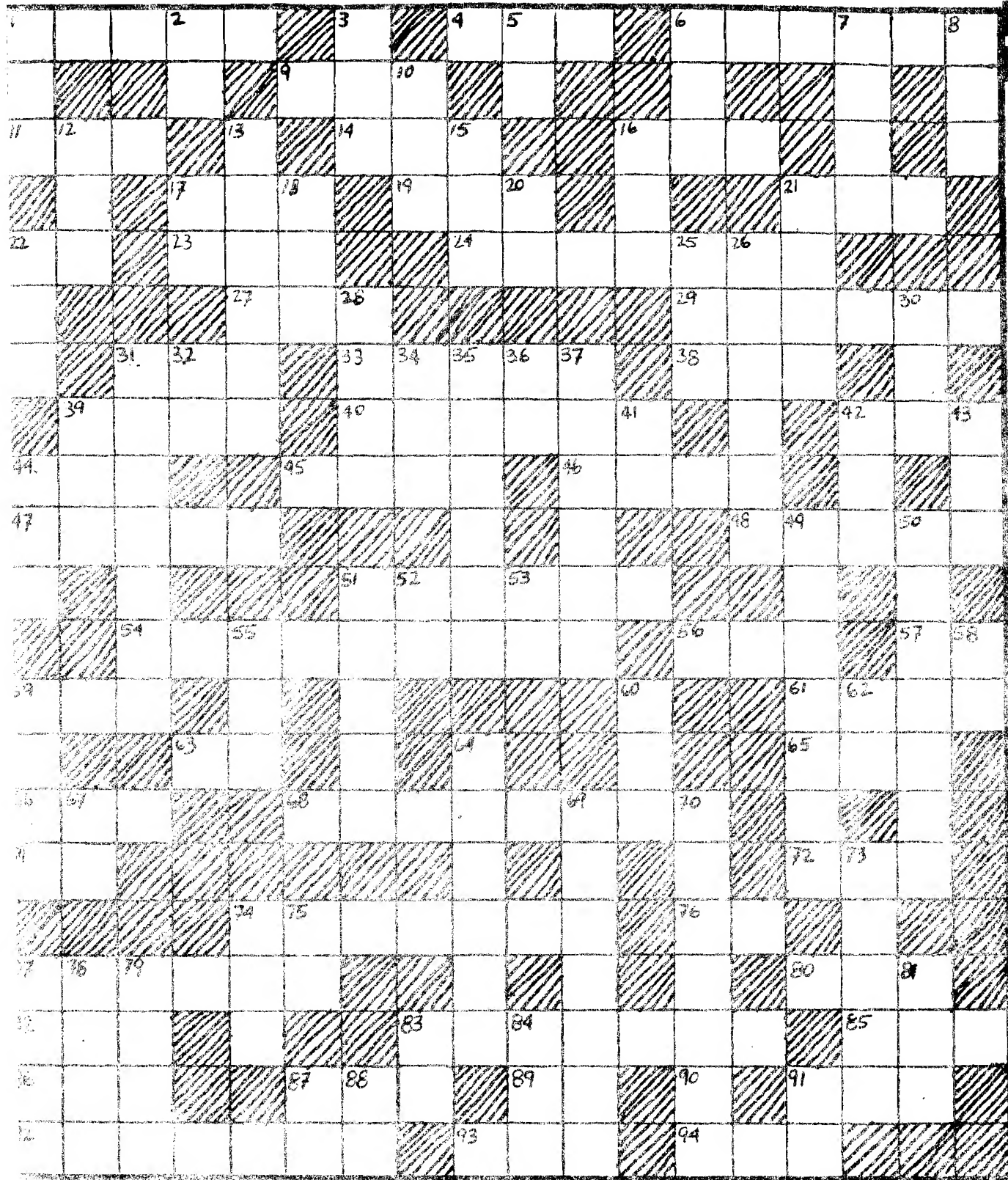
Thus a stab is usually a high risk option in a foreign policy, and is not unlike playing Russian roulette for an evening's entertainment.

The point I've wished to make is not that you should never stab--such ironclad morality has no place in this game--but I do hope I have made a strong argument for the view that the use of a knife is a dangerously risky business. As you fondle your blade waiting for Julius to appear, I recommend that you should ponder the unpredictable nature of the events you may unleash and whether you are prepared to meet the high payment that may eventually be demanded. If you are a gambler, or if you are a man in the unfortunate position of having nothing to lose, you could of course care less about possible costs; but if you are a diplomat in a relatively secure position, you will surely find it better to wait, and wait...and wait.

((This article was originally published, in very slightly different form, in the March issue of THE DRAGON AND THE LAMB. DIPLOMACY WORLD is not primarily a reprint 'zine; however, the quality and thought-provoking nature of this article commended it to us instantly. We are glad to have been given an opportunity to present this excellent essay to a larger audience.)))



25 W R D **DIPLOMACY CROSS**



Among the items in Jerry's files was a crossword puzzle. There was no name on it, so we don't know who designed it! It had some nice ideas, although the word clues ranged mostly from easy to ridiculously simple. We changed things around a bit and rewrote nearly all the clues so that they now range mostly from hard to obscenely obscure. The reason we are making this more difficult is that it is now a contest puzzle and there is a prize involved. The first completely correct solution we receive will win a (CONT'D NEXT PAGE)

year's subscription to DIPLOMACY WORLD which he may give to another person or use to extend his current sub. If we do not receive any solution which is completely correct, the most nearly correct solution will win ("most nearly correct" is defined as the largest number of words correctly entered, not number of spaces filled). In the event of a tie, earliest postmark wins; two absolutely identical winners will both get the prize. DIPLOMACY WORLD staff members and the author of the original puzzle are not eligible to win.

You will find the clues and what-not challenging. Most (but not all) of the words in the puzzle relate to the game. Many names of spaces may be found, both in full and in standard or non-standard abbreviations. The clues may not relate to the game, however. Many of the clues are based on puns or word associations or are nasty in other ways.

Only one entry per person, please; however, you may withdraw an earlier solution and substitute a later one if you wish.

ACROSS

1. His moll lies over the ocean.
4. Ah, John Bull, but an army here and you're a pudding.
6. Country becomes door--just don't say "ug".
9. Less ambiguous when before gloom of night.
11. Churchill's 1940 game plan: A Edi-_____.
14. Mediterranean heavy.
16. Raglan, we knew it well.
17. Where the Fleet dislodged from 34 down retreated (abbr.).
19. Westmarch had Frodo's and China had his.
21. Probably no shortage in Bordeaux.
22. Smith or Capone, e.g.
23. For a good game you need 7 real heels, but don't count this one.
24. Sibelius missed it by one letter--nice waltz, anyway.
27. Arne Saknussemm, we knew about ye here (in the movie, anyway).
29. It's yours when you turn 18.
31. As in hat in the ring, best foot forward, or shoulder to the wheel.

33. Eliza got it right!
38. Noah landed in this crumby neighborhood?
39. What a son degenerates from (Homer).
40. "A very famous city,/Where all the streets are paved with gold."
42. What's a nice girl like Sofia doing in a place like this?
44. So the drunk with the nervous tic said, "(hic) Hey, Vic, you gotta lite (sic)?"
45. How St. Nick turned.
46. "The Niobe of Nations."
47. The Shropshire Lad heard this kind of bird.
48. What Abraham died full of.
51. Many people who fought in the Great War saw it.
54. "Protocol, alcohol, and Geritol."
56. Across it, the Minotaur.
57. The Old Lady was easily assimilated, so she learned this word first.
59. Port on 56 across.
60. Makes your unit stronger (abbr.)
61. Carter looking at a woman, or one of our readers looking at another meaning for 53 down.
63. Shakespeare saw it on the royal silver.
65. Ancient city in 38 across.
66. Robert E. Lee's swift sword.
68. Named for an Emperor.
71. Well, if she lost her sheep, she found Tarzan.
72. In the end, Fortinbras got it.
74. Archangel's swimming hole.
76. His shrine once covered acres.
77. Yes, I've been there, but did you mean the city or the river?
80. St. Mark's city.
82. Goes with "Essence".
83. Brusilov did OK here--but be sure you misspell it (everybody else does).
85. Augustus would say, "It's ours, but where's the E?"
86. Often found with a merry maiden and/or a cat o' nine tails.
87. Found with phyte, plasm, and prene.
92. Waiting for Zog.
94. Simbel, Hassan, or Bakr, e.g.

DOWN

1. After "selling" the Brooklyn Bridge, the Sultan went to Sing-Sing.
2. Wonder Woman's nickname.
3. Half a bay in Australia.
5. Find it four times on the board.
6. French, but in Italy.
7. Every fish has its Dey.
8. To dance (Snoopy)--but drop the last letter.
10. Abbreviate this Hohenzollern kingdom and you have a Seljuk one.
12. Edward made the pun obvious.
13. Changed name in 1914 and 1924.
15. Gave Mona a big boost.
16. The masked ball moved from here to Boston.
17. "And the like" (Ger. abbr.).
18. Did Bela Kun drink it? Probably not.
20. Well, my Cockney wench, wot's yer h'occupaytion then?
21. The whole thing is 57.14% unhealthy, and this is the unhealthy part.
22. Khan.
25. Irish, for one.
26. Sick, sick, sick.
28. Emerald, for one.
30. Junkertum und Stechschrift.
31. Prime real estate (von Schlieffen).
32. Abraham would not have found any Chaldees there.
34. Napoleon wanted to give it to Louis Bonaparte and Manuel Godoy.
35. See Kemal Pasha's tomb!
36. The "stab" part of the libido.
37. Where Monty Python got his carpenters' dances.
39. Fred stole it from Maria Theresa three times...not nice!
41. Is it 54 across without 59 down?
42. See 71 across--Oooops! Here they are, found again.
43. The Spanish put this in front of angels and devils.
44. Crackers, cheese, monkeys, and oil (abbr.).
49. "'Tis a low, newspaper, humdrum, lawsuit Country."
50. What Catherine the Great was not.
51. "What, though I suffer toothache's ills?
What, though I swallow countless pills?
Never you mind!

Roll on!

(It rolls on.)"

52. Early!
53. Bulgaria and Spain have this in common.
55. The sewers, or the right club, will let you get under it.
58. Clara Bow.
59. The other name of the game.
60. "No go" area.
62. The Mad Hatter's favorite birthday.
64. Where Sherlock got his last 7%.
67. What "nuts" meant at Bastogne.
69. Must be where all of Hannibal's elephants died.
70. Mme. Mere never went back.
73. What "every wys man dredeth".
74. But Rudolfo's Mimi didn't come from here.
75. Is it as good as Dad's?
77. Famous female type of 73 across--but she wasn't, really.
78. An ally plus something round equals something pretty.
79. Gavrilo Princip, for example.
81. U-Board hunting area (init.).
83. Japanese game.
84. Hapsburg trademark.
87. The Knights who say this might be appeased with a shrubbery.
88. Babylonian deity.
91. Half of Pavlova's outfit.

TH-TH-TH-THAT'S ALL, FOLKS. Solutions must reach our editorial office not later than 20 February 1982 in order to be valid.

No, really, Ron; it doesn't cost any more to raise a fleet than an army. Really. Now please write your builds....



VARIANTS

LEW PULSIPHER

VARIANTS IN GENERAL

Each variant postal Diplomacy game is assigned an alphanumeric code by the "Miller Number Custodian". Any GM running a postal variant should apply for a number to John Leeder, 121 19th Ave. NE, Calgary, Alberta, CANADA T2E 1N9.

Postal variant game openings are contained within DIPLOMACY WORLD's "Postal Game Openings in North America" (see inside back cover). This list is also distributed montly as PONTEVED-RIA, which will be sent to anyone sending a SASE (self-addressed stamped envelope) to Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024.

If your postal variant game has been abandoned by the GM, you will be able to get help to resume the game under another GM. Write to the U.S. Orphan Service or the DCO Orphan Service (see "Hobby Services" elsewhere in this issue).

There is one professional Diplomacy variants book, Diplomacy Games and Variants by Lewis Pulsipher, published by Strategy Games Ltd. (London, 1978). It is available (postpaid) for \$5.50 from Gamescience, 01956 Pass Rd., Gulfport MS 30501, or (in Britain) £2.45 from Games Centre, 22 Oxford St., London W1A 4XF. It is rarely to be found in shops. It includes three 11"x16" maps, professionally typeset and printed text for Colonization and other variants for any number of players, 1939, Struggle for Hegemony in Europe 1689-1815, Realistic, Song of the Night (sword and sorcery), a compilation of dozens of simple variant rules, and rules for several versions of two and three player Diplomacy. The book was reviewed in DW 21.

The Science Fiction and Fantasy Variants Package is a hobby publication available (postpaid) for \$3.00 from Lewis Pulsikher, 700 Morreene Rd., Apt. C-11, Durham NC 27705. The photo-offset material is similar in appearance to the maps and text in DW, but not reduced in size. Includes three Middle-earth (Tolkien) variants,

Barsoom, The Dying Earth, Hyborian Age II, Timesteps, and several space-war variants. Nine maps included, the majority usable with the wooden Diplomacy pieces, all usable with the new plastic pieces. Discussed at greater length in DW 10.

Many variants are available from individual 'zine publishers. Variant Banks can supply photocopies, or sometimes originals, of otherwise out-of-print games. A partial list of some available from the North American Variant Bank (NAVB) East, Fred C. Davis Jr., 1427 Clairidge Rd., Baltimore MD 21207, is in DW 23. NAVB-West has a catalog available for \$1.25 (ARDA 7)--Rod Walker (address elsewhere in this column). All Canadian orders from the variant bank system should go to NAVB-North, John Leeder (address above). He can provide any game in the NAVB-West catalog. All general or specific inquiries sent to to any Variant Bank, other than orders for variants or the NAVB-West 'zine ARDA, should include a SASE. Rod Walker further requests that a copy of any newly published or reprinted variant be sent to him for NAVB files.

Lew Pulsipher (address above) also offers many old variants, as listed in DW 25. Most back issues of DW also include variants. See DWs 24 and 25 for a backish index, and see p. 3 of this issue for a list of back issues available.

Finally, Rod Walker's booklet Gamer's Guide to Diplomacy includes some variants, among them the 1958 version of Diplomacy, which differs substantially from the present version. It is available in game shops or for \$4.50 plus \$.45 shipping from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore MD 21214. The 1958 version of the game was also published by Rod Walker in QUARMALL, which also includes complete moves for a face-to-face game of this version. Rod still has copies for \$.50.

A history of variants, written by Fred Davis Jr., is in DW 27, with follow-on letters in DW 28.

It is not necessary (though courteous) to ask permission of a designer to play or GM his variant by mail. It is necessary to obtain permission to reprint a variant.

There is presently no hobby-wide organization for variant fans.

Variants material submitted for inclusion in DW should be sent to Lew Pulsipher (address above). We do not want variants which are currently in print elsewhere, nor variants which require a GM or which cannot be played face-to-face. (Exceptions may be made occasionally, of course.)

And now DIPLOMACY WORLD presents (are you-all ready for this?):

PIG Diplomacy

Martin Janta-Polczynski

((Martin, a Pole living in Belgium, is one of the most prolific and well-known variant designers in the world. We hope to publish others of his variants from time to time. The article below (written in his inimitable style), however, concerns a restructuring of the convoy in DIPLOMACY. By the way, after he wrote the article, Martin decided that "superconvoy" was a better term than "PIG convoy", but I've not tried to edit the article to make the change.

((Few, if any, variants differentiate between convoys to spaces already owned by, or friendly to, the convoying player, and convoys to hostile territory. In World War I the former was easy and fast to do, though requiring a lot of shipping. The latter was extremely difficult, and after the British tragedy at Gallipoli the conventional wisdom was that amphibious attacks on defended coasts were impossible. A realistic set of convoy rules must take this into account, perhaps giving the attacking army no combat strength in itself, though it can be supported.

((...L. Pulsipher))

C.1 Introduction

C.11 Calhamer--For reasons of his own (unconscious fear of sea-sickness?)

the designer of DIPLOMACY has considerably limited the convoy order. I believe that it was even more restricted in the original version. We also have the infamous rule XII.4, which is just silly: in case of ambiguous convoy routes, one would logically expect the convoy to be disrupted only if all routes (and not just any route) were destroyed.

C.12 Critics--Convinced of the lack of realism and unadventurousness of Calhamer's convoy rules, and estimating that the engagement of at least 2 units was not properly rewarded, some variant designers exalted the convoy considerably.

C.13 Janta--I went quite far in that direction in 3 of my variants: Persian, Gibraltar, and Malta. I kept the notion that a fleet stands in its body of water while convoying out:

C.131 I drew huge seas, touching many different provinces. Convoy became realistically a way of moving armies fast across the board, or even from one corner to another (Atlantic to Suez or Persian Gulf).

C.132 To compensate for the large seas, I had to allow many fleets into one sea, producing Multi-Fleet Rules. In Malta I even had Open Seas, which could contain any number of fleets of all nationalities. For these a Naval Battle Rule could be devised.

C.133 To strengthen the convoy, I made Hierarchy Rules.

C.14 Davis--Another brilliant attempt to improve the convoy was made by Fred C. Davis Jr., who distinguishes 2 kinds of convoy: the "Fast Ferry" (=the standard convoy but only across a single body of water) & the "Piggy-Back", which creates a composite unit, the army/fleet (A/F). Davis' rules are especially good, since they require no restructuring of bodies of water, nor the introduction of such radical changes as Multi-Fleets and Hierarchy. His rules make play even on the standard board more exciting.

C.15 Proposal--What I wish to present here is a convoy method which would generalize and simplify Davis'

"Piggy Back", and which I therefore call PIG (Perfect Idea Generalized). The PIG convoy method is a variant which can be adapted to any board with the same structure as the regular one.

C.2 The General Principle

C.21 Half-orders--A specific convoy order does not exist any more. Instead an army may receive 2 half-orders in one season: embarkation on a fleet (emb or on) and/or debarkation from the fleet (deb or off). The fleet is also ordered at the same time. Embarkation and debarkation can be viewed as occurring just at the beginning or the end of the normal moves.

C.22 Embarkation--The fleet must be in a body of water adjacent to the province from which the army wishes to embark. If this condition is met, the embarkation is always successful: the army is placed aboard the fleet and they form a so-called army/fleet (A/F). Once embarked, an army will on no account defend the province from which it embarked.

C.23 Army/Fleet--An A/F behaves as a fleet for all intents and purposes, except that the army can debark. If the fleet is disbanded both units are removed from the board. As an army gains no special advantage in staying aboard a fleet, it is allowed to stay indefinitely.

C.24 Ordering the A/F--A fleet, with an army on board, can still receive an ordinary order: it can hold, move to an adjacent space, or support; however, in the turn during which the army debarks, the fleet may support no unit other than its debarking army.

C.25 Debarkation--After the A/F has moved, or while it is holding, the army may debark. This must be into a province adjacent to the body of water the fleet occupies. It may happen in the same season as the embarkation, or in any later season. The fleet may support the army's move into the province. For the debarkation to succeed:

C.251 The order the fleet in the same season must have been successful. Thus if the fleet was ordered to hold, it must not have been dislodged. If the fleet is dislodged, and retreats, the army remains with it. If the fleet was ordered to move, the move must have

succeeded. If the fleet was ordered to support the debarkation, the fleet must not have been attacked in such a way as to cut the support.

C.252 The debarkation must be better supported than any army opposing the move...that is, trying to hold in, or enter, the province into which the debarkation is taking place. A debarking army can stand off another army's move if both are equally well supported.

C.26 End-turn Embarkation--It is also possible for an army to embark at the end of a turn; e.g., after the fleet had moved (had come to pick the army up). Such an army could not debark in the same turn. This situation would be rather rare but could be used:

C.261 to avoid a retreat (retreats on fleets are not allowed).

C.262 to reorganize one's units.

C.263 to create a psychological effect, useful in Diplomacy.

C.27 Different Powers--A bi-national A/F is allowed. The embarkation and debarkation orders must match. All other orders (including retreat or disbandment) are given by the owner of the fleet. This system allows a Power to give one of its armies as hostage.

C.3 Examples

C.31 ENGLAND: (A Yor emb F Nth, A/F Nth-Nrg, A deb Nwy).

C.311 RUSSIA: A StP-Nwy would stand off the debarking army, leaving English A/F in Nrg.

C.312 RUSSIA: F Bar-Nrg would stand off the A/F, leaving it in Nth.

C.32 ENGLAND: (A Yor emb F Nth deb Nwy, F Nth S A to Nwy).

C.321 RUSSIA: A StP-Nwy would not stand off the English army.

C.322 RUSSIA: F Ska-Nth would cut the fleet's support, would prevent the army from debarking, and leave an English A/F in Nth.

C.33 ENGLAND: A Yor on F Nth off Nwy, F Nth H (!).

C.331 RUSSIA: A StP-Nwy would stand off the English army and

CATCH-UP PAGE

leave an A/F in Nth.

C.332 RUSSIA: F Ska-Nth would not dislodge the A/F and would not prevent the debarkation of the army.

C.333 RUSSIA: F Ska-Nth S by F Hel would dislodge the A/F which could then retreat to Nrg or Eng. (Note that the A/F is limited to being on a body of water and can't enter a coastal province.)

A NOTE ON PSEUDONYMS IN POSTAL PLAY
(continued from p. 10)

in some quarters. There are GMS, for instance, who state they will allow it if they are told about it in advance and give their permission. Others have stated they don't care.

However, the use of a nom de guerre in postal play is an ancient hobby tradition, extending back to the earliest postal games. In the third postal game ever organized, 1963B, Bruce Pelz played a considerable portion of the game as "Adhemar Grauhugel"...largely, apparently, to disguise the fact that he and his fiancée, Dian Girard (later Dian Pelz), were Russia and Austria in the same game (they later played to a 2-way draw).

Another early example is 1964C, in which John Boardman played England as himself and Turkey as "Eric Blake". It's a good indication of how layed-back and easy-going things were in the early years that very little was said about "Adhemar Grauhugel". Similarly, in the hue-and-cry following the discovery of the "Eric Blake" situation (Boardman had won the game), about half the hobbyists who commented on it stated they thought it was a splendid joke...and this included the game's GM, John McCallum.

One of the best-known noms de guerre in the hobby's history was "Charles G. (Dan) Brannan", a name used by Steve Cartier. Steve used the name interchangeably with his own,

and answered both to "Steve" and "Dan" and in general engendered so much confusion about his names that nobody was even sure which was the real one...but everyone knew that both were him.

There was a short period during which Conrad von Metzke posed as a Baja Californian Diplomacy player, Jose P. Revillagigedo.

On occasion, real people were accused of being no more than pseudonyms. In fact, during the period around 1968-1969, one of the most popular hobby "parlor games" was determining how many people to whose actual existence you could attest. One group of people engaged in an extensive letter-writing and telephone campaign to find someone who had actually met Margaret Gemignani.

It's not unlikely that many of the names one sees in the postal game 'zines these days are pseudonymous. These days such things are apparently taken more seriously than they were 15 years ago. In most cases, however, it's probably not worth getting an ulcer over.

STILL MORE ON CONVOYS*
(Ed. note, continued from p. 20)

XII can't prevail over VII when there is a conflict...and there is therefore no conflict.

((In situations A and B, I would rule that since the exception is non-operative, the general rule (or the more general rule, if you will) must operate.

((Mark's argument that his way of looking at things allows for more deviousness in the game is a persuasive one, and might help justify the belief that the Rulebook is more ambiguous than it really is. Certainly the points can (and will) be argued both ways. However a GM decides to handle the situation, he probably should tell his players in advance (via a HR) what his decision is.)))

Who's On First?

Rod Walker

Compiling the Gamer's Guide to Diplomacy for Avalon Hill back in 1976-77 gave me an opportunity to do something I like to do now and then, and hadn't done in a few years...design another rating system. I dubbed it the "Over-all"; not my usual clever name, but after computing the monster, I was just all clevered out.

The basis of the system was to rate the Great Powers by determining, for each of them in each completed postal game, how it finished (win, draw survival, elimination) and in what rank order. These results were then counted up and multiplied by a more-or-less arbitrary number of points assigned to each possible sort of finish, based on what I subjectively felt it was worth on a certain day (it was just before Christmas, as I recall, so I was generous).

At that point, 803 rateable games had been reported by the various Boardman Number Custodians in their publications, including the first 30 issues of EVERYTHING. (The full title of that is ...in case you don't know...is EVERYTHING YOU EVER WANTED TO KNOW ABOUT POSTAL DIPLOMACY* *But Had Better Sense Than to Ask.) I did all 803 of them over four consecutive days and couldn't see for a week.

Over the years I've threatened to update these ratings. Many requests were sent to me regarding that idea; but in spite of those requests I'm going to do it anyway. I am appalled to learn that there have been 20 issues of EVERYTHING since then, reporting 628 rateable games. So since I was on jury duty anyway, I dug in and compiled the results on those. It's now five days later, and I can see again, so let's see what we have.

Over on page 33, you will see a bunch of tables. People who love statistics will immediately start to drool and the other 99% of our readers can go on to page 34.

Table I summarizes the results for the most recent 628 completed postal

games. Table II goes on to add those admittedly dreary figures to those which appeared in the Gamer's Guide. Table III reminds you how many points are assigned to each type of finish, whether it likes it or not. Table IV tells you how many points my calculator came up with, plus summarizes the total numbers of draws, survivals and eliminations for the Great Powers. Table V lists the games used from EVERYTHINGS 31-50, a listing which I am sure will thrill you beyond words. There is (and this is the best news this issue) no Table VI.

Well, now, what have we got? The most obvious thing about the results we now have is the sense of ennui we get just from looking at them. I mean, nothing has changed. The totals are much bigger, of course, but the relationships between the data and between the Great Powers is essentially unchanged. Austria is still at the utter bottom of the heap, and is still the only Great Power which is eliminated more than 50% of the time. France is still top dog...um, Haut Chien...followed by the two Wicked Witches and the Snow Queen. Then of course the three also-rans, fading fast.

The figures we now have give us the same peculiar features we had observed before. Russia wins significantly more often than the others, while Italy wins significantly less often. England and France are eliminated significantly less often, as is (to a lesser extent) Turkey... whereas, as we've already noted, Austria spends more than half her time getting stomped to fudge.

There are some interesting anomalies. The most-eliminated power, Austria, is also the second most frequent winner and even draws a bit more often than Russia does. Russia is eliminated as often as Italy... although the latter is considered a weak sister on the board. A good many other things can be gleaned from these figures. (Continued on p. 43)

TABLE I

Games Reported in EVERYTHING 31-50.

COUNTRY	WINS	DRAWS (Nway)						SURVIVALS (place)							ELIMINATIONS (place)				
		2w	3w	4w	5w	6w	7w	2nd	3rd	4th	5th	6th	7th	3rd	4th	5th	6th	7th	
AUSTRIA	53	24	29	26	14	2	1	41	38	48	18	2	1	5	28	66	89	145	
ENGLAND	55	36	45	48	13	3	1	78	65	58	21	3	1	3	20	52	68	59	
FRANCE	55	31	44	35	14	3	1	63	99	60	20	2	-	7	25	62	55	52	
GERMANY	48	27	36	29	12	3	1	59	50	51	14	5	-	7	21	82	99	84	
ITALY	41	12	25	29	12	3	1	58	72	71	20	3	1	8	47	102	87	38	
RUSSIA	74	25	29	22	11	2	1	47	52	56	30	6	-	6	34	76	84	73	
TURKEY	58	25	41	28	12	3	1	65	83	46	9	4	-	10	24	60	82	77	

TABLE II

All Known Completed Postal Games

COUNTRY	136	43	54	54	22	3	3	107	99	102	34	6	1	8	72	126	192	371
ENGLAND	132	73	82	77	28	7	3	191	178	108	51	5	1	17	58	120	185	116
FRANCE	132	57	89	63	29	7	3	168	222	136	54	4	-	21	64	139	133	109
GERMANY	127	60	66	49	29	7	3	120	123	125	42	8	-	16	71	172	231	182
ITALY	93	35	48	46	31	7	3	129	170	159	52	8	1	17	92	237	207	98
RUSSIA	200	53	51	35	25	6	3	115	113	119	49	10	-	11	68	176	189	197
TURKEY	127	55	82	53	28	7	3	176	203	96	18	9	-	25	55	129	177	189

TABLE III

Points Assigned

10	8	7	5	3	2	1	6	5	4	3	2	1	3	2	1	0	-1
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TABLE IV

Summaries

COUNTRY	POINTS BASED ON:		TOTAL DRAWS		TOTAL SURVIVALS		TOTAL ELIMINATIONS	
	Table I	Table II	Tab. I	Tab. II	Table I	Table II	Table I	Table II
FRANCE	2588	5871	128	258	244	584	201	466
ENGLAND	2576	5737	146	270	226	534	202	496
TURKEY	2335	5300	110	227	207	502	253	575
RUSSIA	2248	5114	90	173	191	406	273	652
GERMANY	2058	4719	108	214	179	418	293	672
ITALY	2110	4693	80	168	225	519	282	651
AUSTRIA	1817	4127	94	177	148	349	333	769

TABLE V

Games Used in Compiling Table I

1970BJ; 1971 CE, CZ; 1972 AU, BW, EJ, FE, FP, FR, GE-GF, GH-GI; 1973 H-I, Q, AM, DD, EB, EZ, FI, FU, FZ, GM, GR, HE, HN, IJ, IZ; 1974 B, I, W, AC, AM, AO, AT, BI, BL, BP, CA, CD, CL, CO, CQ, CS, CW-CZ, DD, DH, DJ, DL, DP, DV-DW, DY, EB, EE-EJ, EO, EV, FG, FI, FK-FM, FQ, FY, GA-GC, GI-GK, GS, GV, GZ, HF, HH, HJ, HL-HN, HT-HU, HW, HY, ID, IG, IN IS-IV; 1975 B-C, H-J, M, Q-R, T, V, X-Z, AE, AH, AN-AP, AR-AT, AW-AZ, BD, BF, BK-BL, BN, BS, BU, BW, BY, CD, CF, CK, CM, CQ-CT, CV-CX, DA, DC-DD, DF-DJ, DL, DQ-DT, DV-DY, EC, EE-EH, EJ, EL-EN, EQ-EV, EX-EZ, FA-FB, FD, FF, FI-FJ, FO, FS-FW, FY-FZ, GB-GF, GH-GJ, GL-GM, GO, GQ, GT, BY, HA, HD, HF-HG, HI-HD, HM-HR, HT, HW, HZ, IC-ID, IF-IH, IL-IN, IQ-IR, IW-IX, IZ, JC, JF-JG, JI; 1976 A-B, F-H, O, R, T, V-W, Y, AA-AC, AF, AH, AL, AR, AU, AX-AY, BA, BC, BF-BG, BI-BO, BR-BS, BV-BW, BY, CA, CD-CF, CI, CL, CO, CS, CU-CW, DB-DG, DL, DN, DP, DS, DV-DZ, EC, EE, EG, EI-EK, EN, ES-EX, EZ, FL-FM, GC, GE, GI, GK, BO, GT, HC-HD, IB, ID, IF, IH-IL, JC, JE, JH, JK, JM-JN, JW-JX; 1977 A-D, F-H, J-M, Q-V, Y, AA-AB, AE-AF, AN-AQ, AT, AV, AX, CA, CF-CK, CO-CT, CV-CX, CZ, FH, FJ, FL, HA, HC-HH, HK-HP, HR, HT-HU, HW, HY, IA, IC-IH, IJ-IK, IN-IO, IQ-IZ, KA, KC-KG, KJ-KK, KM-KN, KQ-KX; 1978 A, C, E, J, R-W, Z, AA, AF, AJ-AK, AN-AO, AQ-AU, AW-AX, AZ, CA-CG, CI, CL-CT, CW-CX, CZ,

(Continued on p. 43)

the bloated mailbox

DIPLOMACY WORLD welcomes your letters of comment; a lively LoC column is a big plus in any 'zine. However, the Editor reserves the right to edit LoCs, just as he does articles. Please be sure your LoCs are clearly labeled "Letter to the Editor" and clearly distinguished from personal letters, bomb threats, proposals of marriage, and the other usual things we get around here. The Editor does not guarantee to print every LoC he gets. Although bylined, LoCs are not paid for (as are articles). The Editor's decision to print any letter, or parts of any letter, submitted to him as a LoC is final.

Dear Rod:

Another note on Avalon Hill and plastic pieces. First, while I agree that the French/Italian color problem needed fixing, the solution made things much worse. In my old Avalon Hill set, I spray-painted the French pieces sky blue. There is no such easy fix for the plastic pieces.

Second, and most immediately obvious, is the aesthetic problem, and this is the one that most people have dealt with. Face it, the small plastic pieces just don't have the charm that the wooden blocks do, but there are more practical considerations as well.

Consider the small size of the new units. They are small enough that they don't immediately grab the eye as the wooden pieces do. Overlooking a piece is much easier with these.

Another problem is that there is no good way to adjust the pieces to denote support, unlike the wooden pieces which can be stood up on end.

Thus this is not just a complaint based on aesthetics, but one of functionality as well. The fact that Avalon Hill does not seem to realize this, and cannot be made to realize this, seems typical of their attitude toward the games they carry. Have you ever noticed how many games that Avalon Hill has brought out now have plastic pieces about the same size as the new Diplomacy

pieces?

I really have trouble crediting their claims of a lack of a supplier. OK, so the German company is run by turkeys that won't give them what they want. I have trouble believing that there is no supplier that would make them, or even that they couldn't do it themselves. Granted, it would cost more than plastic, but with all the response they're getting, I'm surprised it hasn't occurred to them that people would be willing to pay more. Maybe they could bill it as "deluxe" Diplomacy, or some such.....
.....Allen Wells...

((((I don't imagine the "plastic pieces" controversy will die down for a long time. As a long-time player of the game, I would naturally prefer to see Avalon Hill produce pieces as much like the old ones as possible.

((((However, to be fair, I don't see the picture as black as it is being painted. I purchased a double ration of the new pieces from AH... I have a game-piece chest I keep things like that in. So....

((((They are small, yes. That's good news for variant fans, since they will fit on all the small board games, with their squinchy little spaces, much better. Anybody who is really into variants should buy two or three complete sets of these before they get discontinued.

((((The new pieces to, in fact, stand on end. And they also lie down. Stood on end and viewed from the top, they have different squarish shapes.

((((Are you ready for this? In certain kinds of light, the French blue and Italian green are not easily distinguishable.

((((I can, however, envision all sorts of logistical problems in getting the pieces changed again. I can only suggest that fans continue to let AH know how they feel, but at the same time nobody should get

hostile because corrective action isn't instantly forthcoming. One in-house solution is for the fen to find ways of getting equivalents of the old pieces on their own. I understand this is being explored in a number of quarters. We will certainly cover any positive results in these pages.

((Meanwhile, please be assured that copies of D.W. always go to Avalon Hill, and that they are read.)))

Dear Rod,

I just received DIPLOMACY WORLD #28 yesterday. It looks great and had a lot of interesting articles. Enclosed is my renewal check. I hope that DW will come on a more regular schedule in the future.

I am curious about Postal Diplomacy History. Do you think you could print something about that if it hasn't been done in a while. What was the first 'zine? What is the record for the most issues published? What publisher has put out the most material?

Also, would you consider running a Demo game of a variant? I think that would be interesting.

Keep up the good work.....
.....James S. Woodson.....

((Thanks, I needed that. A little pat on the head never hurts. DW will indeed be more regular. And thanks for the renewal. Frankly, I'm very gratified that so many people are anxious to renew after seeing only one issue under the new management. Jerry's issues were very well received by our subscribers, and that is a hard act to follow.

((I hope there's enough history in this issue for you. The founder of DW, Walt Buchanan, was always very interested in learning about, and preserving, hobby history. Whenever he asked a hobby oldtimer to talk about it at a DipCon (and he always did), the groans from other oldtimers (and others) could be heard all the way to Bermuda. But a lot of people are interested in the hobby's roots. And we have two people working on the subject. Doug Beyerlein proposes a series of articles on hobby retired oldtimers (the first of which appears this issue) and Larry Peery is organizing a hobby Hall of Fame.

((Funny you should ask about the

hobby's first 'zine. That depends on what you mean by the term. The first real 'zine as that word is generally understood, was GRAUSTARK, edited since 1963 by John Boardman of Brooklyn. He holds the record for the largest number of issues and probably for the greatest bulk of Dipmaterial produced.

((However, the first postal Diplomacy game was organized in 1962 by Conrad von Metzke. It was played by carbon copy. It wasn't exactly a 'zine and it wasn't exactly a letter, and it has come to be known as MONGO. The game lasted only about a couple of game-years and folded. A complete reproduction of all the issues, and a commentary, appear in RUDDIGORE 2, available from me for a buck.

((Interestingly, I recently received a letter from Charles Reinsel, a hobby oldy-moldy whose BIG BROTHER supposedly folded years ago. Not so. Norb's been running games by carbon copy, counting each sheet as an "issue". A letter from him recently claims to have gone over #2300, and Norb claims that as a record. I suppose, but if Boardman counted things the same way, he would be well over 5000, if not 10,000, by now.

((I have in fact considered a Demo Game of a variant. I have even tentatively selected the variant, which would either be the extremely popular Youngstown Variant or a Middle-Earth game. However, I'm not sure it's possible, logistically, just now. Once DIPLOMACY WORLD has settled down to more of a routine for me, we'll go back to that idea and see what we can do. I would like to hear from our readers on this subject: would you like to see a variant demonstration game in this 'zine, just as we now publish a demonstration regular game?)))

Dear Rod:

Your article on convoys in #28 is all very entertaining, but it is grounded on a false premise: that the Rulebook contains Brannan's Rule. It does not, but you pretend that it

does. As a result, you present rulings that I daresay very few GMs would follow. A very simple case is 3E:

FRANCE: A Spa-Nap C by F Lyo & F Trn and S by A Apu.

ITALY: F Nap-Trn S by F Ion.

You rule this as a standoff. To me it is clear that the French fleet is dislodged. It is faced by a supported attack and has no support. The convoyed army cannot "protect" the convoying fleet. What you want to happen here is for France to have it both ways. The army in Apu is used both to try to dislodge F Nap (but supporting the army's move to Nap) and if that is not to be, A Apu prevents the F Trn from being dislodged. No dice. France must make a choice. If he wants to stand off F Nap-Trn S by F Ion with an equal and opposite attack to prevent dislodgement, F Trn-Nap S by A Apu is the way to do it.

I agree that in most cases cited in your article, no new rules are needed. The problem here seems to me that a few old timers still want to fight the battle of Brannan's Rule all over again. Only someone familiar with it would even contemplate a ruling such as you made in 3C. Everyone else would do as you indicate Calhamer recommends: the convoy is disrupted with dislodgement of the fleet.

I have much the same reaction to your other rule, viz.: ignoring all foreign convoys as unwanted unless the army could not move without them. Let's stick to the Rulebook as it is, unless there's some compelling reason to change. There is no precedent in the Rulebook for considering the nationality of any convoying fleet, and I see no need to change that. Your only reason for changing is that you personally don't care for the result that the Rulebook gives in some cases when a foreign convoy is treated like any other. That's not good enough. You don't like XII.4 in its present form? Tough! That's how it reads. You have no justification for trying to cut XII.4 back. A GM can no more ignore an undisrupted (foreign) convoy than he can ignore an uncut (foreign) support (given to foil a self standoff).

Face it, Rod. The Shagrin Alternate Convoy and the Brannan Rule aren't

in the Rulebook, and there's no sense pretending that they are when it comes to adjudicating the moves.....
.....Mark Berch.....

((I thought I had been fairly clear about the status of Brannan's Rule, what Allan thought of it, and so on. The Brannan Rule was, as a matter of fact, never widely used, partly at least because even in the heyday of WILD 'N WOOLY, Steve Cartier had a reputation as something of a flake.

((Be that as it may: you are here proceeding under a false assumption yourself, Mark. Namely, that Brannan's Rule is not in the Rulebook. Granted, the exact operational language is omitted and, as I have said, that omission is no accident. However, you cannot point to a single ruling or example in the Rulebook which would go any differently if Brannan's Rule were specifically applied to it. On the other hand, there are two occasions where the effect of Brannan's Rule is made part and parcel of the Rules; and the Rule is therefore, however inadvertently, still within the Pale.

((Rule XII.5 and Example 13 are of course the classic Brannan's Rule situation. It was in adjudicating a situation very similar to Example 13 that Cartier first stated the principle that now bears his pseudonymous name. It is true that Allan phrased Rule XII.5 as an exceptional circumstance so as to avoid using Brannan's Rule...but considering the history of the issue in the hobby, that is nothing more than trying to obtain the effect while denying the cause.

((The other Brannan's Rule situation arises from Rule XIV.5, last paragraph. This is the circumstance you and others are so fond of playing with: A Bel-Hol C by F Nth, A Hol-Bel. The exchange works, and it works only because the convoyed army is no longer coming from Bel, but from the direction of Nth.

((I have never claimed that Brannan's Rule has Allan Calhamer's

blessing...it doesn't, that's for sure. Nor have I claimed that people who rule otherwise are wrong. The Rule is what it has always been: a maverick ruling used, if at all, by a few.

((But those few are the ones who are thinking about the situation. After all, what does the Brannan Rule say which is so outrageous or unreasonable? It says only that the convoyed army is coming from the space occupied by the fleet that's convoying it. Where else is it coming from? Is it dropping out of nowhere? Did it sneak in through some back door? No; it's coming in from those ships that brought it.

((But the whole argument is mostly academic, since Brannan's Rule situations are rare and most GMs probably won't use it when they do occur...the ruling has always been supported by a minority. But there is nothing in the Rulebook, nor in its history, which mitigates against using it.

((As for how foreign convoys ought to be considered: the Shagrin Alternate Convoy is part of the history of this problem, but not part of the problem itself, so we'll pass over it.

((The question has to be asked, when an army is being convoyed, what is it doing? I don't see how we can get around conceptualizing the process as one in which the army boards the fleet and passes through the body of water via the fleet. Obviously if the army has boarded one fleet or chain of fleets it can't simultaneously be aboard another fleet or chain of fleets.

((The intent of Rule XII.4 was to prevent the Shagrin ploy of setting up two different convoy routes and claiming that the army could have a choice in the event one of them were disrupted. At the time the 1971 Rulebook was written, nobody had contemplated the "unwanted convoy" ploy.

((I operate from the presumption that a nation will use its own resources whenever possible. In the case of a convoy, an army can't change convoy chains in mid-stream, so it must go on one convoy route and only one, even if more than one is offered. If a choice exists, the choice of "own" unit over "foreign" unit seems axiomatic. I do not believe in giving a player a choice

or a "refuse" when it comes to convoys. At the start of the season, that army has already chosen its convoy route and is committed. Rule XII.4 prevents one kind of ex post facto choice ploy. The unwanted convoy is the Shagrin ploy in reverse, and just as obnoxious. Just as the Shagrin ploy did, it postulates that the army can somehow be aboard two different fleets simultaneously.

((My ruling is consistent with the principle that an army can be using one, and only one, convoy route in any given season. Where the player has not specified the route (e.g., by indicating "via...") with the army's order, there must be some way of determining which route was being used so that the success or failure of the convoy can be known. The presumption that an army will use "own" transport as opposed to "foreign" transport is a logical answer to that problem. It is certainly a better answer than one which forces the army to use two different routes simultaneously. (Rule XII.4 doesn't do that either...it is a shorter version of the original ruling devised to take care of the Shagrin ploy; namely, that an order to an army to move via two alternative routes is treated as an order to be convoyed by all of the fleets in both routes as a single convoy route. That is the rationale behind declaring that both routes must remain intact.)

((I will grant that my choices in these matters are based on personal preference. Please don't try to kid me that yours are not similarly motivated. I consider both positions to be equally arguable, if not equally valid, and in that situation we are all inclined to make our choices on that basis.

((In any event, there is sufficient doubt and disagreement in these (admittedly very limited) areas that a conscientious GM should probably tell his players, via a House-Rule, how he would rule in such situations.)))

Hobby Services

(A PARTIAL LIST)

It is our policy that our readers, and Diplomacy players in general, should be well acquainted with the services available to them. Before I became Editor of DW, I had started to publish a 'zine called ZIMIAMVIA which would list this information and which would be distributed to many of the hobby's 'zines for reprinting. ZIM is now replaced by a regular listing in D.W.

We urge you to take advantage of the services and general information sources listed here. They exist for your benefit. If you have trouble locating something you need, please send a SASE (self-addressed stamped envelope) with your inquiry to DIPLOMACY WORLD and we'll see if we can't locate it for you.

BOARDMAN NUMBER CUSTODIAN. Don Ditter, 910 Hope St., #12A, Stamford CT 06907. Assigns Boardman Numbers to new regular games in North America. Reports game statistics on completed games. Publishes BNCzine through Bern Sampson, 123 6th St., Middlesex NJ 08846, to whom subscriptions should be sent (3c/page plus postage; send \$5 to establish sub). If you have information about any game which might make its regular status questionable in the opinion of anyone compiling a rating system, please contact Don.

ORPHAN GAMES: THE UNITED STATES ORPHAN SERVICE. If your postal Diplomacy game has been abandoned by your GM, or is being mishandled in such a way that it amounts to abandonment, contact the USOS, which helps players find new homes for their abandoned games. The USOS has two co-directors: John Daly, Rt. 2, Box 136-M5, Rockwell NC 28138. And Kathy Byrne, 160-02 43rd Ave. (2nd Floor), Flushing NY 11358.

In Canada, orphans are placed by the CDO (Canadian Diplomacy Organization). Head of the CDO Orphan Service is in the U.S.: Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618

OMBUDSMAN SERVICES. An Ombudsman is a disinterested party whose services can be called upon in the resolution of disputes. Players and GMs

who are having that sort of problem should contact one of the available Ombudsmen for assistance. There are two known to us. One is elected by the NADF (North American Diplomacy Federation, a nonpolitical association of project Custodians). The other, by the CDO (Canadian Diplomacy Organization, a nonpolitical association of Canadian GMs). Both are Canadians. The NADF Ombudsman is Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. The CDO Ombudsman is François Cuerrier, Box 32, Sta. A, Ottawa, Ontario, CANADA K1N 0T9.

NOVICE INFORMATION. Newcomers to postal Diplomacy will want to avail themselves of information compiled expressly to introduce them to that part of the hobby.

In the U.S.A., you can obtain SUPERNOVA for \$1.00 from Bruce Lindsey, 24A Quarry Dr., Albany NY 12205. This thick compendium of articles and other information is invaluable even if you're not strictly a newcomer.

In Canada, you can obtain CEPHEIDS from Nick Russon, 2503 Huron-tario St., #353, Mississauga, Ontario, CANADA L5A 2G7. ((I've not seen an issue in years and don't know the current price.))

VARIANTS. The North American Variant Bank provides information on variants and will obtain copies of variants in their files for you at their cost. The NAVB's journal is ARDA, obtainable from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Cost is 5c per printed side plus postage; minimum sub is \$5. ARDA prints and updates the NAVB catalogue, prints complete variants, and gives other variant info. The current catalogue (ARDA 7) is \$1.25. Rod is Custodian of NAVB-West and the NAVB Archives. NAVB-East is Fred Davis, 1427 Clairidge Rd., Baltimore MD 21207. Many of today's better variants were designed by Fred and are best ordered from him. NAVB-North serves Canada and all games desired by Canadians can be ordered through him (thus eliminating the currency problem). The current Custodian is John Leeder, 121 NE 19th Ave., Calgary, Alberta, CANADA T2E 1N9.

NEWS & REVIEWS

((NEWS & REVIEWS is D.W.'s regular section for just such things. We will print anything here which could possibly be of interest to our readership. We will do occasional reviews of established postal 'zines plus initial notices of what the news ones seem to be like. Hobby events will be covered here...upcoming cons, tournaments, get-togethers, and the like, as well as announcements of regular meetings of Diplomacy clubs and other groups that (at least when they have nothing better to do) play Diplomacy and/or its variants.

((All notices in this section represent the personal opinions of our reviewers or information relayed to us by our correspondence. They do not necessarily reflect any official attitude on the part of DIPLOMACY WORLD, nor does D.W. accept responsibility for insuring unerring accuracy of news items submitted to us by others. Naturally, we will not knowingly print any false or misleading information, but inevitably something will slip by. Reviews and news items are annotated with the initials of those responsible. (RW, Rod Walker; LP, Larry Peery; DB, Doug Beyerlein)

((Any active editor who wishes us to review his 'zine should send us his five most recent consecutive issues for review. Since reviews of established 'zines are on a space-available basis, it would probably be best to inquire first before sending copies.

((News items should be current. If they involve future events, please note the following dates. DIPLOMACY WORLD is published in March, June, September, and December each year. We will print in each issue announcements for events taking place on or after the first of the month following the issue month. We must have the information regarding those events not later than the 25th of the month before the issue month. Thus the March 1982 issue will announce events occurring 1 April or later and we must have that information on or before 25 February.)))

a The big news in the hobby is still DipCon XV next July. But don't look here for the info. We now have a special section of the 'zine, DIPCON UPDATE, and you should look there. But whatever you do, don't miss DipCon!! ...RW

b THE BEYERLEIN PLAYER POLL IS BACK!! Doug Beyerlein, Editor of EFGIART, former Boardman Number Custodian, and one of the hobby's nicest people, has announced the revival of his popular Player Poll.

The purpose of the BPP is to determine who the best players in the hobby are, in the opinions of their fellow players. Anyone who plays Diplomacy is eligible to vote in the Poll.

The process is simple: list the 14 people who, in your opinion, are the best Diplomacy players now active in the hobby. List them in order from 1st to 14th. Sign the list and send it to: Doug Beyerlein, 640 College, Menlo Park CA 94025. Send your ballot to Doug in time for him to receive it by the deadline, 15 February 1982.

The results of the poll will be printed in DIPLOMACY WORLD #30, March 1982, and will then be available for reprinting hobby-wide. We urge you to help Doug and send in your votes for the 14 best players. The more participants we have, the better the results will be. ...DB

C Larry Peery has an item for sale which should interest any potential publisher out there. He has a "Ditto" electric spirit duplicator with 8 cases (that's 80 reams!) of paper. He informs us the machine was used exactly one time, to run off Strategy & Tactics of Postal Diplomacy, and not since. His asking price is \$500 plus shipping (but Larry is coming to DipCon and could make arrangements to deliver the machine to you there. It was purchased new in 1977. ...LP

d Anyone interested in the application of computers to Diplomacy should contact Doug Beyerlein, 640 College, Menlo Park CA 94025. Doug edits and publishes a 'zine, CALIFORNIA REPORTS, which is devoted exclusively to discussions of the use of home computers in adjudicating/gamesmastering, creating a final game report history data bank, production of 'zines by computers/word processors, and other computer-related topics. There is no sub fee. Just send SASE for each issue. The first issue of C.R. relating to computers was #21, dated 14 November 1981. If you have not received a copy, send Doug an envelope with a stamp and your name/address on it, and he'll send you a copy. ...BP

e Larry Peery is interested in contacting people who play Diplomacy and who reside in the State of California. If you play Diplomacy (PBM or FTF) and live in California, or if you know someone who does, please send your (or his/her) name & address to Larry Peery, P.O. Box 8416, San Diego CA 92102. Larry would like to see greater contact and interaction among and between Californian Diplomacy players and is collecting as much information as he can as a preliminary step toward achieving that goal. Thanks for your help. LP

f We haven't seen too many new 'zines since last issue...perhaps not too many new ones have started up recently. One we have seen is COAT OF ARMS. This 'zine is actually two 'zines in one. First is BERSAGLIERI, edited by Tom Mainardi, 1403 Lawrence Rd., Havertown PA 19083. The other is DIPLOMATIC IMMUNITY, edited by Steve Arnawoodian, 602 Hemlock Cr., Lansdale PA 19446. One or two other subzines may be added shortly. Woody says you should send all money to Tom. The 'zine carries 2- and 4-week regular Diplomacy games (gamefee \$3) and a sub is \$.60/issue or \$6 for 12 issues. Rates will rise if the 'zine gets too much bigger. We've seen only the first issue...it's mimeo, neatly printed, quite a few letters and whatnot. The masthead shows a double-headed eagle, crowned and clutching a

hammer and a sickle! For arms we get a Plantagenet lion, an eisenkreutz, a fleur-de-lis, and a star-and-crescent. Cute. Anyway: a lot of the 'zine's humor in #1 depends on knowing the personalities involved. But the first issue has a lot of verve and enthusiasm and you might want to see samples of the next couple. ...RW

g If you like games in general, you'll like ENVOY, edited by Roy W. Henricks, 128 Deerfield Dr., Pittsburgh PA 15235. This is a very large digest-sized 'zine...issue 31, for example, includes the 20-page main 'zine, plus an 8-page supplement, 'ZINE, for Diplomacy games and another of like size, JOUSTING ILLUSTRATED, for Kingmaker games. Other games being run include Machiavelli, Rail Baron, Magic Realm, and whatnot. Openings exist in Diplomacy and a wide variety of other games. The 'zine is printed (reduced type) and very easy to read. The game reports (at least the ones I can understand) are very clear. ENVOY, at 31 monthly issues, can be regarded as established and reliable. It is primarily a warehouse for games, although it has quite a few short news items, discussions, editorials, and the like --as well as some (but not much) press. If pure playing games is your thing, this looks like a very good place to do it. The editor uses several guest GMs and all the games seem to progress smoothly. The format, I should add, is very attractive and uses graphics in a very effective way. All-in-all, one of the more attractive productions in the field. ...RW

h On the other hand, if you like to read and kibbitz, you may want to look into DOT HAPPY, published by Allen Wells, 1450 Worcester Rd., Apt. 8109, Framingham MA 01701. This is also digest-sized, running about 16 pages an issue. It is made up by word processor (it appears), so that the printing is exceptionally neat and justified on the right-hand side.

DOT HAPPY is one of the growing number of 'zines which features maps with its games...good not only for the players but for people who like to watch games in progress. Every issue we've seen has a good share of articles...one of which was rewritten by Allen for this issue of DIPLOMACY WORLD. I'm generally impressed by the higher-than-usual calibre of the writing and what's being said. Not all the articles are on Diplomacy. One in #8, for instance, was on a "Fantasy Football League" (on which you can get further info by sending SASE to Jim Williams, 2500 SW 6th St., Altoona IA 50009). DOT HAPPY has no game openings at present, but you can subscribe @ \$.50 per issue. ...RW

I DIPLOMACY BY MOONLIGHT is published by Eric Ozog, 1526 N. Lawler Ave., Chicago IL 60651. Subscriptions are \$1.80 for 10 issues. This is an 8½x11 'zine (normal size for the hobby, that is) which seems to have been coming out by xerox but #35 features one of the neatest printing jobs I've seen in a long time. Local cons and get-togethers are becoming common in the Midwest, and DBM is one of the central information sources for finding out what went on, who stabbed whom and with what, and so on. A very chatty sort of 'zine, with a lot of material on fan personalities. A considerable amount of intra-hobby controversy involves the editor or is discussed by him. This is definitely a fan's fan-zine. ...RW

j As we said lastish, the really big news is DIPCON XV, which will be held in Baltimore during the weekend of 23-25 July 1982. We were going to have a multi-page spread on this this time, but just discovered all we have left is 3/4 page. That's room for plenty of info as it is, and we'll have a lot more nextish. We were going to reprint the Charter of the DipCon Society, which oversees the Con each year...however, this was printed in DIPLOMACY WORLD 25, if anyone is interested. A few amendments were adopted at DipCon XIII, after the printing, but they were minor.

Mark Berch, this year's Diplomacy Tournament Director, sends us this information on the tentative schedule:

Basically, DipCon itself will take up Saturday the 24th and Sunday the 25th. Events now scheduled are:

Sat 10-Noon: Diplomacy Seminar & Panel Discussion

Sat 1 PM: Assembly for Round I of the Tournament

Sat 1:30-11 PM: Round I

Sat 9:30 PM: DipCon Society Meeting

Sun 9 AM: Assembly for Round II

Sun 9:30 AM - 3 PM: Round II.

Details on the Con in general and the Tournament in particular may be obtained by sending SASE to Mark Berch, 492 Naylor Pl., Alexandria VA 22304.

The primary purposes of the DipCon Society meeting will be to select the site of the 1983 DipCon (XVI) and to elect the Committee of Tree to organize and oversee the Con and coordinate with the host wargaming Con.

[North America is divided into 4 zones, of which two are eligible to hold DipCon each year, in rotation. For 1983 the eligible zones are I and II, basically the U.S. and Canada east of the Mississippi (except Alabama, Mississippi, and western Tennessee). An amendment may be offered this year to the Charter requiring that DipCon sites be chosen two years in advance, in which case the Society may vote also on DipCon XVII for 1984. The eligible zones would be II and III...the midwestern states and provinces north of (and including) Texas and Louisiana, plus Kentucky and the states north of the Ohio, plus the southwestern tip of Ontario.]

There is a possibility that there will also be a Diplomacy Variant Tournament on Friday, 23 July. The ending time for Round II is only approximate, as we have not yet been informed when the Awards Ceremony is to be. The Tournament scoring system has not yet been decided on; that will be done by Mark this Winter. Round II will not be seeded (other than to separate people who were in the first round in the same game). Plaques will be awarded the winner and runners-up. More information, a lot more, will be in DIPLOMACY WORLD 30, which will be printed in March 1982. Our June issue (#31) will have last-minute details. See you at DipCon!!

POSTAL GAME OPENINGS

IN NORTH AMERICA

This listing is compiled from the monthly publication PONTEVEDRIA, edited by Rod Walker. We are using the December issue, PONTEVEDRIA 17, as our source, the information appearing in slightly revised fashion. Anyone wishing a copy of the current issue of PONTEVEDRIA may obtain one by sending us a SASE (self-addressed stamped envelope).

DIPLOMACY WORLD does not itself offer postal Diplomacy games (other than our invitational Demonstration game). The listings below in no way constitute an endorsement by D.W. of any GM or publication. DIPLOMACY WORLD assumes no liability with respect to any game which any person may join as a result of information in this list, which is provided only as a convenience for our readers. These are amateur publications, of which a certain number inevitably cease publication each year. Prospective players are therefore advised to exercise due caution.

A good method of checking out 'zines you may wish to play in is to order a sample copy or two. Normally sending the publisher a dollar will bring two or more samples. A good way to become involved in postal play with minimum risk is to become a "standby" player, waiting for vacancies in ongoing games due to resignations or dropouts. Replacement players are normally asked only to keep a current subscription to the publication.

HOW TO USE THIS LIST: Entries are alphabetical by GM's name. A typical entry shows: Name, address; 'ZINE NAME, frequency, costs. Frequency is shown by symbols: m, monthly; nw, number of weeks between issues. Costs are shown as: Gf, gamefee; Nf, NMR fee (refundable if player does not miss deadlines); sub, subscription rate. Games carried are shown by symbols: *, regular Diplomacy; @, variant Diplomacy; #, multi-player strategic games.

Steve Arnawoodian, 602 Hemlock Cr., Lansdale PA 19446 & Tom Mainardi, 1403 Lawrence Rd., Havertown PA 19083; COAT OF ARMS!, 4w, Gf \$3 plus sub 12/\$6. * @. (Direct inquiries to Mainardi.)

Marion Bates, P.O. Box 381, Kalkaska MI 49646; PLAGUE TIMES, 5w, Gf \$5

plus sub 12/\$7.50. * @ #.

Konrad Baumeister, Box 6050 Henk, Washington DC 20057; GIVE ME A WEAPON!!, 4w, Gf \$3 plus sub 10/\$4. * @.

John Boardman, 234 E. 19th St., Brooklyn NY 11226; GRAUSTARK, 3w, Gf \$15. *.

Ronald J. Brown, RR #1, Low, Québec, CANADA JOX 2C0; SNAFU!, 5w, Gf \$5 plus sub 10/\$8 (US players use US currency). * @. Last regular Diplomacy game may be filled.

Jim Bumpas, 1405 W. 26th Ave., Eugene OR 97405; LIBERTERREAN, twice /m, sub 11/\$5. * #.

David Carter, 118 Horsham Ave., Willowdale, Ontario, CANADA M2N 1Z9; SLEEPLESS KNIGHTS, 5w/6w, Gf \$2 plus sub 12/\$6. * @.

Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207; BUSH-WACKER, m, Gf \$7. @.

Don Del Grande, 802 Ida Sproul Hall, 2400 Durant Ave., Berkeley CA 94720; LIFE OF MONTY, 4w, sub 1/\$.45-.50. * #.

Steven Duke, Rt. 3, Fairfield Pike, Shelbyville TN 37160; THE SCHEMER, m, sub 12/\$4.75. * @ #.

Jack Fleming, 500 NE 22nd, #211, Seattle WA 98105; PARANOIACS'MONTHLY, Nf \$5 plus sub 10/\$2.50 (plus GM refunds \$1 directly to player). * @.

Guy R. Hail, 1103-B Lorrain St., Austin TX 78703; THE GREAT WAR IN MODERN MEMORY, 2w (approx), Gf \$6. *.

Ken Halpern, 11 Bellingham Rd., Great Neck NY 11023; EREBOR, m, Gf \$2 plus sub 9/\$5. * @ #.

Scott Hanson, 701 SE 15th Ave., Minneapolis MN 55414; IRKSOME!, 4w, Gf \$3-5 plus sub 10/\$3.50. *.

Steve Heinowski, 12034 Pyle, Oberlin OH 44074; TER-RAN, 4w, Gf \$1-\$3 plus sub 3/\$1. * @ #.

Roy W. Henricks, 128 Deerfield Dr., Pittsburgh PA 15235; ENVOY, 5w, Gf \$4 ("usually") plus sub--3-1/8 cents per page plus postage. * @ #.

Lu Henry, 6056 Waverly, Dearborn Heights MI 48127; TACKY, ??, sub \$.30 -.47 per issue. * #.

Eric Kane, 109 Hicks Ln., Great Neck NY 11024; ANDUIN, m, Gf \$2 plus sub 9/\$5 plus Nf \$3. * @ #.

Mark Matuschak, H106 East Campus, Columbia University, New York NY 10027; THE BUZZARD'S BREATH, m, Gf \$2-6 plus sub 10/\$8.50. #.

Glenn E. Overby, 23096 Tawas, Hazel Park MI 48030; JIHAD!, m, Gf \$0-2.50 plus sub year (12)/\$9. @.

Eric Ozog, 1526 N. Lawler Ave., Chicago IL 60651; DIPLOMACY BY MOONLIGHT, m, Gf \$5 plus sub (postage only) @. Eric has acknowledged an earlier incident in which he as GM assisted a player to win. He has pledged not to repeat this.

Allen Pearson, Box 898, Charles Town WV 25414; JUST AMONG FRIENDS, m, Gf \$4 plus sub 10/\$5. *.

Larry Peery, P.O. Box 8416, San Diego CA 92102; XENOGOGIC, m, Gf \$15. *

Robert Sacks, 4861 Broadway, 5-V, New York NY 10034; HANSARD, m??, Gf \$3 "plus costs". #.

Bern Sampson, 123 Sixth St., Middlesex NJ 08846; TORPEDO, m, Gf \$5 plus Nf \$2 plus sub 12/\$6. *.

Mike Scott, 1726 Cypress Cir., La Verne CA 91750; MIKE'S MAG, 5w, Gf \$5. #.

Steve Shaddix, 216 Roberts, Long Beach MS 39560; THE WHITE DUKE, m, sub 12/\$5.25. * @ #.

Donald L. Sigwalt, 125 Hebard St., Rochester NY 14605; HOOF & MOUTH, 4w, Gf \$2.50 plus sub 1/\$.55. *.

Jeff Sloan, 722 Northern Heights Dr., Rochester MN 55901; ARAGORN, 2 1/2 w ("approx"), Gf \$5. *.

Glen Taylor, 6908 Buchanan St., Landover Hills MD 20784; (no 'zine name), ??, Gf \$2 possibly plus sub (amt. unknown). @ #.

and a late entry:

Herb Barents, 1142 S. 96th Ave., Zeeland MI 49464; BOAST, 3w, Gf \$3 plus sub 13/\$4. *.

Note: Any GM who wishes to have his game openings publicized should contact the Editor of D.W. You will be sent copies of our Update Form, and from that information will be transferred to PONTEVEDRIA, which comes out once a month, and to each issue of DIPLOMACY WORLD from the issue of PCNT current that month.

If anyone knows of a GM with openings whom we're not listing here, please contact us and give us as much information as you can, especially the GM's name and address.

WHO'S ON FIRST?

(continued from p. 33)

FB-FD, FF-FB, FI, FK-FL, HA, HD, HF, HH, HJ-HL, HN-HO, HQ-HU, HW, HY-HZ, IA-IB, ID, IF-II, IM-IP, IR-IZ, KE, KK, KQ, KS; 1979 A, C-H, L-O, U-W, Z, AA, AD, AI, AK, AN-AO, AU-AV, AX, AZ, CD, DF, CK-CL, CO-CP, CT, CV-CW, HD-HE, HH, HJ, HL-HR, HU, IB-ID, IF-IG, IJ-IM, IO, IR-IS, IZ, KC-KD, KM, KO, KX; 1980 C-D, Q, S, AQ, AU, CB, CQ, HH, IE, KN-KQ, KS-KU. Phew!

(and continued from p. 32)

Because the data were manually compiled, there will be a few minor computation errors in all this. It would be nice if we could have all the relevant game information input into a computer so that it could be retrieved in this format, not only for the Great Powers, but for the players as well. With almost 1500 completed games involved, the job of transcribing all the data is already monumental; but if it's not done soon, it will become even more so. I hope that Doug Beyerlein's project of examining computer application to Diplomacy will give us the capacity to create a permanent data file of game-ending information.

Fear No Opponent YOU Can Master Anyone Over the Game Table (and Even Under it)! Learn Tried & True Game Playing Secrets to Fame, Fortune, and GIRLS! Revealed AT LAST! Secret SECRETS of POWER IN GAMING!



Why Reveal This Secret?

Because of consumer DEMAND! Game Players come up to US at every GAME CONVENTION to ask, "How come all Avalon Hill GAME Tournaments ARE WON BY Avalon Hill Game players ONLY? Rather than risk PHYSICAL injury and continued MENTAL harassment, we have no choice but to DIVULGE this secret SECRET that, incidentally, VERY FEW people know about.

Why all the CAPITALS?

Because people who are reading this ad are LOSERS, and they're the type that will have less trouble UNDERSTANDING it if it is written in BIG letters.

Why BOTHER with LOSERS?

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it's extremely likely and would make LEARNING OUR SECRET certainly worthwhile.

HOW Do I Learn?

It's "How Do YOU Learn." WE already know, and this is what we're trying to convince YOU to send us a paltry buck to find out.

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We will send you ABSOLUTELY free, one of three, two of three, or three of three full-color GAME Catalogs we think are best suited to your MENTALITY and CHARISMA. All we ask is a good will donation of \$1.00 to cover the cost of postage & HANDLING by our already OVERWORKED mail-order department.

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They're overworked shipping out ACTUAL GAMES by mail-order—this year has been Avalon Hill's BEST YEAR EVER, with shipments of BATTLE GAMES up 44% over last year; which includes shipments all over the world and Mississippi. All we want YOU TO DO is to get ahold of our GAME CATALOGS which show the games THEMSELVES in glorious full-color with ample descriptive copy of 500 words (or more) written by the DESIGNERS themselves who know a lot about the games.

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at all); INCREASE your I.Q. within the FIRST DAY (just figuring out the rules).

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